No.1 FOR PLAYSTATION 2

PSM2

NEW GAMES!

WORLD CUP

GOAL! The official FIFA game played and rated!

ONIMUSHA 2

RAMPAGE! Capcom super-sequel reviewed to death!

TUROK EVOLUTION

MEAT! Fresh shots of PS2's brutal new dino gore-gy!

METAL GEAR SOLID 2 TIPS

TOTTY! Amazing lady tricks – plus tons of big secrets!

SPIDER-MAN: THE MOVIE

SWING NUTS! Get the hands-on verdict from the only mag you trust

TOMB RAIDER REVEALED!

"Christ! It's back! But isn't it just the same?" We speak our brains...

EXCLUSIVE REVIEW!

TEKKEN 4

EXPOSED: Characters! Moves! Secrets! *Everything!* The decisive verdict on Namco's PS2-enhanced hit.

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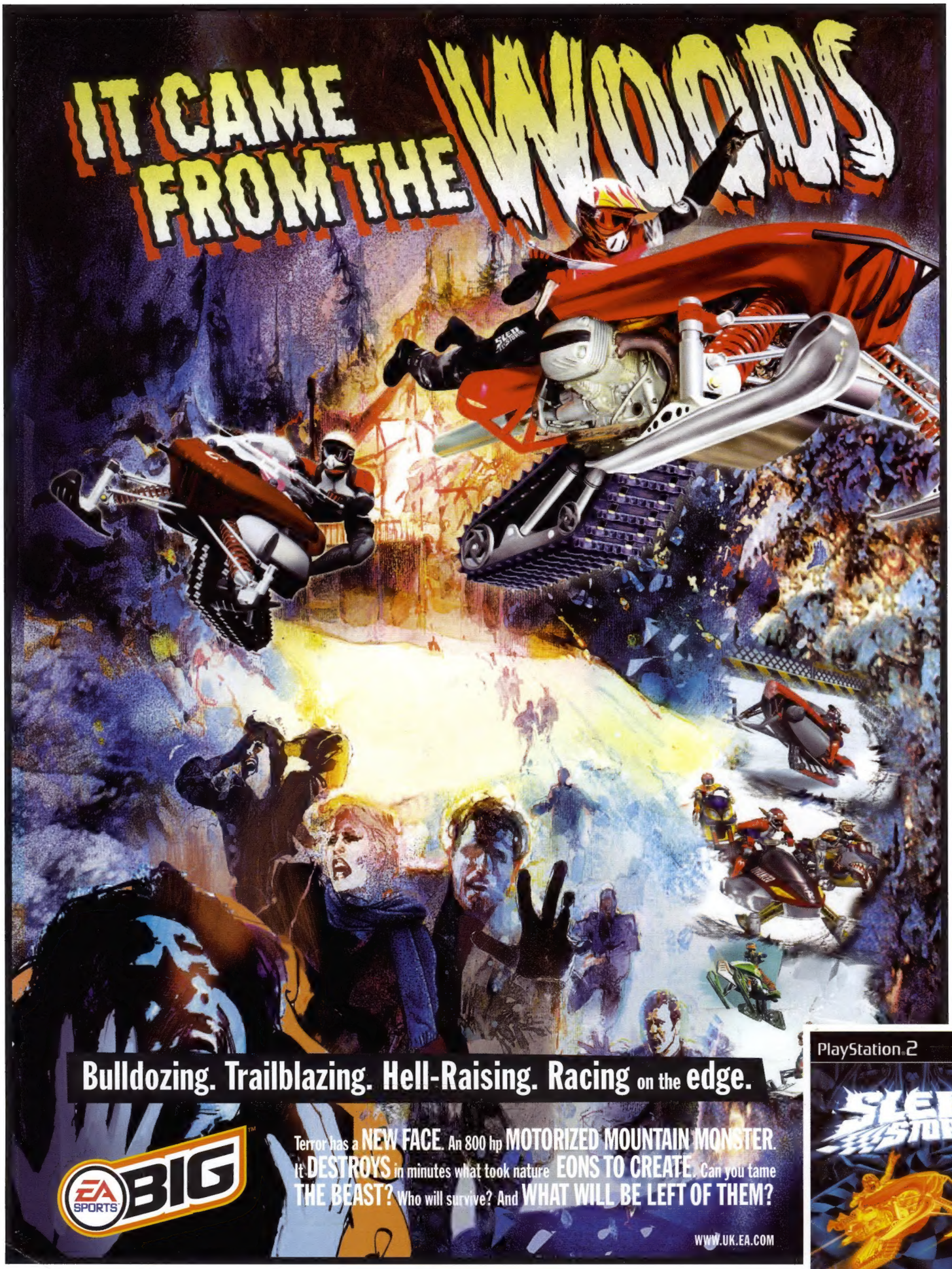
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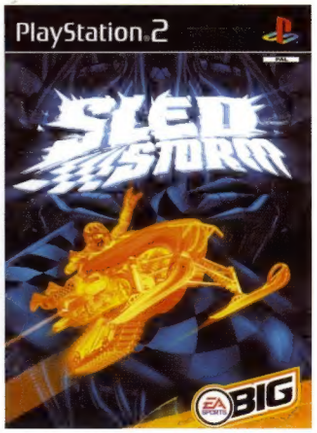

PlayStation 2

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WELCOME TO PSM2

SLEEP? SAVE IT FOR WHEN YOU'RE DEAD. SUMMER'S HERE – AND THE REAL-WORLD WANTS YOU.

But this summer's different. Cancel that holiday. Stop breathing in that fresh air. Put away that 'actual' football and stick all thoughts of real fighting to the back of your hungry mind. Friends, get back on that couch. We GUARANTEE you more excitement than anything else, anywhere in the world EVER. And that's quite some claim.

Trust us, we've been outside, and it's just not worth it. Staying indoors in the shade, cranked out on the sofa with a copy of PSM2, is the only way to get through the pollen-scratching sweatbox months.

There might not be a similar incredible volume of new games hitting the UK that we had pre-Christmas, but with PSM2's access to the hottest titles being created in Japan – and our two-hour-busting, benchmark DVD (see over the page for more on that), we're the only magazine to batter your senses with such a comprehensive view of PlayStation 2 in words, pictures and hi-definition video streams every single month. It's enough to justify having eyes.

Delivering such a scandalous array of next-gentertainment every few weeks doesn't come without making sacrifices, though. Relationships have ended (Joel and Dan still refuse to be 'together' in PSM2's 'playtest' potting shed). Bodies have been urged to breaking point (not so in the case of Dan and Joel). Brains have gushed from ears. And we haven't seen Duncan for weeks. All this energy, trauma and stress has been converted into your healthy summer pleasure. Happy now?

THE PSM2 TEAM

TEKKEN 4

PSM2 COVER GAME! PG28

The wait's over – PSM2's essential verdict's in. After the disappointment with the coin-op, you'll be shocked at our reaction to the PS2 version...

BY CHOOSING BRITAIN'S BEST PS2 MAG, EVERY MONTH WE GUARANTEE YOU:

THE SHARPEST OPINIONS

Unlike other magazines, we're not 'in bed' with the industry – we can write what we want, when we want. We're the only mag to bring you hands-on verdicts of games while they're still being made and it's against PSM2's reviews that others are judged. Our readers always come first and we'll never betray your trust.

THE CLEAREST INFORMATION

Don't put up with magazines that give you 400 words of indulgent drivel before they actually start talking about a game. PSM2 gets straight to the point while the others are still up their own arses. No-one comes close to the quality of our writing and we guarantee you the best, most exclusive screenshots every single issue.

THE RICHEST DETAIL

We play games longer and harder than anyone else and stuff every page with the detail we find. We want to show you what it's like to feel the rain on the screen in *Metal Gear Solid 2* and floor an Audi TT around central London in *The Getaway*. The result? By reading PSM2, you're the most informed people on the planet.

THE BIGGEST GAMES

As well as bringing you unrivalled coverage of every new UK game, we review the biggest titles as soon as they hit Japan and America – so you know which ones are worth waiting for. If a game's not in PSM2, it's not worth knowing about. Anyone who decides to sneak a game on to the shelves behind our backs can't be trusted.

THE HOTTEST DVD ACTION

Forget a disc full of developer-approved CG and misinformed, patronising press release voiceovers – we carry more in-game footage than any other mag. In fact, we show you more games in action, full stop (don't let inferior mags try and tell you otherwise). No-one can better the kind of inside info we get. You won't miss a thing. And it's all free.

WARNING: PSM2 ISN'T ABOUT...

Piss-poor, seen-it-before features on girls 'n' games. Or game violence. Or piracy in the games industry. It's not about *those* Japs being mad or D-list celebrities playing some random title. We don't review music CDs or ice creams. We won't waste space with such clichéd trash – we'll let other magazines do that.

PSM2 • OFTEN IMITATED • NEVER BETTERED

"THE ORANGE WRITING TELLS YOU WHAT SECTION YOU'RE IN – THE BLUE HIGHLIGHT WHAT YOU'RE ABOUT TO CHOOSE"

PSM2DVD 22

Boom! Coming at you at a crazy pitch. It's the brand new PSM2 DVD – a DVD so advanced we've had to beam it backwards through time to be here. A DVD so gigantic and complex that we've provided these words to maximise your pleasure.

DVD/MAGAZINE SYSTEM

PSM2DVD

VOL. 22 The BEST games on the BIGGEST damn disc around!

BRITNEY SPEARS

Only PSM2 can bag this beauty. See virtual Brit deliver a private show on our DVD then prep your selector fingers and explore the biggest PS2 DVD you can buy. It's so chockful of features it may rip apart at any moment. And we're heaping on even more next month...

PLUS...

Do not miss our exclusive footage of *Final Fantasy 11* in action, the scorching new *Stuntman* trailer an extended in-game play of *Onimusha 2*. How? 'Cos we've only gone and finished it. Deeper inside you'll find an interview with Martin Edmondson of Reflections and full-on behind-the-scenes of *Sled Storm* and *Tomb Raider*. We've also got red hot spy cam footage and YOUR expert playthroughs and winning laps. It's the PS2's premier DVD. No doubt.

HOW DOES THE NEW DVD WORK? IDIOTS' GUIDE OVER THERE...

DOLBY DIGITAL 5.1

Attention Flash Harrys. The PSM2 DVD now sports full 5.1 support with portions of the DVD soundtrack and, where available, the game noise itself being presented in full Dolby Digital 5.1 surround sound.

If you've got the gear, prepare to be fully immersed. If you don't have the gear, fret not. Our cunning DVD also works perfectly in stereo or mono, depending on your playback system.

THE SUB NAVIGATOR

Our DVD now has five main sections: Accelerator, Coming Soon, Reviews, Pro Tips and Extras. Each of these sections is split further for your ease and entertainment.

Here's where the Sub Navigator comes in. In each section you can move the blue highlight left to the Sub Nav column and choose similar parts of the DVD. The orange writing tells you what section you're in, the blue highlight what you're about to choose.

NEW DISC – NEW NUMBERS

Have you previously been baffled by disc 17 being on issue 21? That's because PSM2 didn't always come complete with DVD, you know. Well, from this issue on we've decided to dispatch with the mag/disc numbering anomaly so this is disc 22. Easy.

THE SECTION BAR

At the base of the screen you'll find the Section Bar. Just move down until you reach it, then left and right to choose another of the main DVD sections to be instantly transported there with no tiresome 'back'ing out of sections. Magic.

SHHH. IT'S A SECRET...

We've deposited some secret footage on the DVD – can you navigate around and find it? We'll reveal where it was and what it was next month...

IT'S OUR BIGGEST DVD EVER!

1. THE MONOLITH

After thrilling to our full-on DVD intro (and do take the time to listen on a 5.1 system if you can), your journey through harsh reality brings you to the PSM2 Monolith – a peaceful and perfect place where you can choose from one of five PSM2 game-realms to visit.

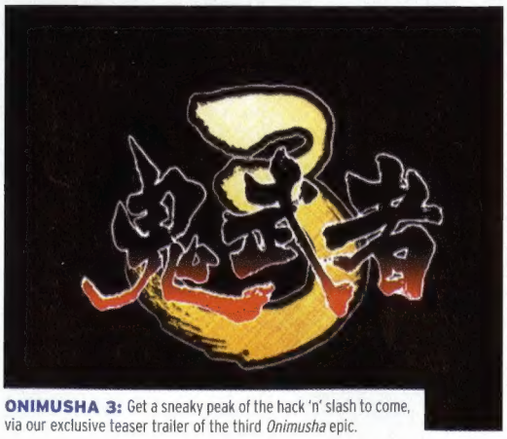
Simply press ← and → to choose a section and hit ⊗ to make your selection.

THE MONOLITH: Here's where your journey starts. Explore every section to release over two hours of throbbing PS2 footage.

2. ACCELERATOR

Here's where you'll find all the latest PS2 news. Exciting bits of video from around the world compiled into one five minute, eye-rinsing news burst. Sit back, watch and enjoy.

Press ⊗ to play the video full-screen.



ONIMUSHA 3: Get a sneaky peak of the hack 'n' slash to come, via our exclusive teaser trailer of the third *Onimusha* epic.

3. COMING SOON

This is home to upcoming games and is split into five further subsections.

You'll begin in Hands-On Previews, but just press ← to move to the Sub Navigator and choose another.

1) Hands-On Previews
All the latest game footage and trailers. Are here. Just navigate ↑ and ↓ (revealing another batch of games as you scroll the cursor off the top and bottom) and take your pick.

Press ↑ and ↓ to choose a game and press ⊗. Press ⊗ again to play it full-screen.

BRITNEY'S DANCE BEAT: Let Cyber Spears be a slave for you.

2) Developer Insight
We corner friends and colleagues from the videogame world and make them speak for you. Breath easy, listen deeply and learn.

Press ← and → to choose a game and press ⊗ for more.

3) Spy Cam
No other DVD brings you more. Our game spies are never without their trusty cameras and ready to bag a chat with the pros or behind the scenes footage that other mags wouldn't even dare to record.

Press ← and → to choose a game and press ⊗ to see more.

4) Overload
It's the best of the rest – exactly the same as in the magazine. In order to bring you all the latest games we leave no disc unturned, compiling a monthly selection available via a single click.

Select Overload from the Sub Navigator to see more.

5) Import Round-Up
From hot new games to multi-million best sellers. Here's what's moving and shaking in Japan right now. Madness not guaranteed.

Press ← and → to choose a game and press ⊗ to see more.

NO ONE LIVES FOREVER: Hear the review - only with PSM2.

4. REVIEWS

Get all the opinion and insight of PSM2's famous reviews section in DVD form. Updated every month, it's essential viewing.

You'll begin in Recent Releases but just head left to move to the Sub Navigator, where you can make another section.

1) Recent Releases
These are the latest games to hit the shelves. See them in action, check the PSM2 on-screen verdict and listen to the PSM2 team empty their heads into your ears by engaging the Reviews Commentary option (simply press R3 – clicking down the right analogue stick – on your PS2, or press the Audio option button on your DVD remote). Just navigate up and down (revealing more games as you scroll the cursor off the top and bottom) and take your pick.

Press ↑ and ↓ to choose a game and press ⊗ to reveal your selection. Press ⊗ again to play the clip full-screen and (R3) to hear the commentary.

2) Must Buy
Here's PSM2's pick of the best. We've broken down the entire PlayStation 2 back catalogue into eight types of game. Choose your favourite genre (using ↑ and ↓), then see the top five games in every genre.

And don't forget – like the recent releases, there's a PSM2 team commentary available (just press R3 during playback).

Press ↑ and ↓ to choose a genre then use ↑ and ↓ to select your game. Press ⊗ to see the review and (R3) to hear the commentary

5. PRO TIPS

No other mag brings you exclusive guides and top notch reader show-offs. Pro Tips is split into three sections all of which are geared to you getting more out of your games.

1) Pro Dojo
We want to make you famous. Take part in our Pro Dojo challenges and prove your worth at our selected games to earn a place in DVD history. See pg104 for details. Note: the quality of playback may suffer due to the material being supplied on VHS. We're sure you understand.

Press ← and → to choose a game and press ⊗ to see more.

2) The Experts
We single out a special star performance each month. Whether it be by one of the PSM2 team, the game's developer or award-winning pro gamer.

Press ← and → to choose a game and press ⊗ to see more.

GRAN TURISMO 3: Do not miss the Finnish *GT3* champ's expert video.

NAVIGATING YOUR DVD

Whether your using a PS2 joypad, PS2 remote or are playing on a stand-alone player it's simple to get around the PS2 DVD. Here's the basics for PS2 people:

While you're watching Reviews, click down the R3 Analogue stick to hear what the PSM2 team think...

L2 SHOULDER BUTTON
Rewind

D-PAD
Use it to scroll around the on-screen menus

START BUTTON
Pauses the playback

RIGHT ANALOGUE
Click it down to select alternative audio track in Reviews.

R2 SHOULDER BUTTON
Fast forward

◎ BUTTON
Stop the demo – hit it again to return to the menu

⊗ BUTTON
Select the current highlighted option

□ BUTTON
Return to previous menu screen

6. EXTRAS

We'll be hiding our extras and more special features here in the future. Keep your onions peeled.

PLAYSTATION 2 MAGAZINE

PSM2

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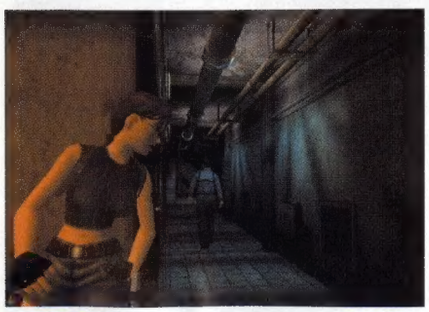
PLAYING PS2 LONGER, HARDER, FASTER

コンテンツ

コンテンツ

TEKKEN 4

The moves, the secrets, the clothes, the hair! Once again *Tekken* slams an iron fist up the ribs to crush our doubting hearts. Is it already time for *Virtua Fighter 4* to step outside? You know there can be only one and you know only PSM2 has the answer in this our comprehensive, opinion-rich review.



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SPIDER-MAN: THE MOVIE ..... **PAGE 36**
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2002 FIFA WORLD CUP ..... **PAGE 60**
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BRITNEY'S DANCE BEAT ..... **PAGE 44**
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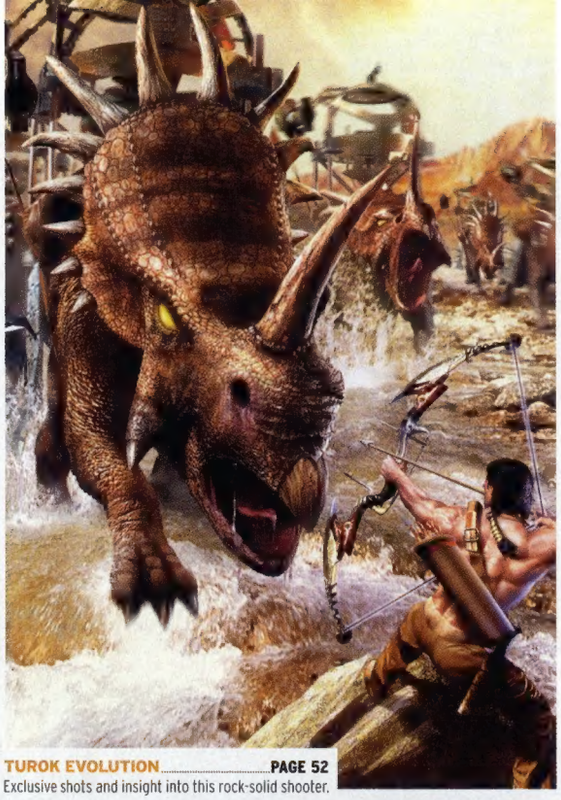

TUROK EVOLUTION ..... **PAGE 52**
Exclusive shots and insight into this rock-solid shooter.

"THE TITLES THAT DEFINE THE PS2 EXPERIENCE" - 15 GAMES YOU NEED TO PLAY BEFORE YOU DIE, PG98

NEW TO PSM2?

WE RECOMMEND YOU GO HERE FIRST...

4 ON YOUR DVD
If you're keen, you've already seen this month's awesome new-look DVD. If not, go here now and see what you've got to watch when you get home...

14 ACCELERATOR
You don't get shots you've seen elsewhere or re-written press releases here. Just bull-free facts and informed opinion. Find out what's *really* important now.

10 LETTERS
This is the place where the most influential people in videogaming come to shoot their mouths off. Find out what real PS2 gamers are talking about.

28 TEKKEN 4
The first beat-em-up to break 90 in PSM2. Everyone'll be talking about it...

ISSUE #22 "TEKKEN 'EM ALL ON... AGAIN"
The second a game surpasses PSM2's expectations, you know it's time to get on-line and tell everyone in extra special interweb forums. Yank your gob off now - PS2 *Tekken 4* is the business.

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DE NING MOMENT

THAT SPARK OF N ONLY BE PS2...

SEND IN YOUR OWN DEFINING MOMENTS TO:
PSM2 Magazine,
Defining Moment,
30 Monmouth Street,
Bath BA1 2BW

#22 GOTTA CATCH 'EM ALL

PS2's just locked another cherry on the fruit-machine of console nirvana by bringing the grandmaster of slick, dramatic combat back into the fold...

Name Joel Snape
Occupation Reviews Editor, PSM2 Magazine

What *are* you talking about?
It's all about collecting the set. N64 had *GoldenEye* and *Mario*, but it never had a decent beat-em-up. The Dreamcast was awash with quality scrappers, but you couldn't exactly settle down with a proper RPG or quality footie title on that console. Sega's Mega CD was fine if you wanted grainy footage of ladies in skimpy pants, but laughable in nearly every other respect. Impressive specs always help, but what really makes or breaks a console is the quality and diversity of its software.

And why are we bringing this issue up now?
Because PS2's just put another tick on the bingo card of global domination. *VF4* was painfully close, but it took *Tekken* to break that magic 90% barrier – making it a game that everyone should own. To be honest, we weren't even expecting it – it took lengthy experimentation to turn cosy familiarity into our usual seething fight-rage. So, with driving, extreme sports, RPGs and football completely sewn up – and *TimeSplitters 2* and *Medal of Honour* about to shore up an impressive FPS line-up – is the battle won before it even starts? Not *quite*. PSone's most notorious weak spot was the coin-collecting, mushroom-pogoing world of the platform game, and PS2's efforts so far *just* lack the killer app spark.

So should I get a..?
Shh. Don't even think it. See, Insomniac – the people behind *Spyro* – are currently working on a secret project, once known as *Raccoon*, now codenamed *L5*. They're also reportedly sharing their expertise with *Jak and Daxter* team Naughty Dog – almost certainly on Sony's mysterious *Ratchets and Bolts* project. Full house? Maybe... **PSM2**

"IMPRESSIVE SPECS ALWAYS HELP, BUT WHAT REALLY MAKES OR BREAKS A CONSOLE IS THE QUALITY AND DIVERSITY OF ITS SOFTWARE"

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Virtua Fighter 4™

COMING SOON

SEGA

uk.playstation.com

PlayStation 2

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE

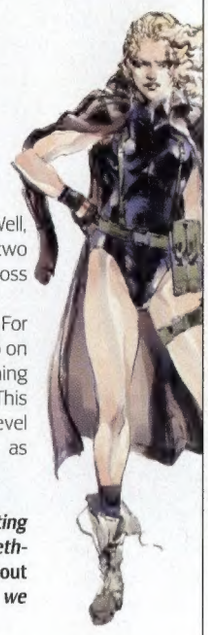
GAME
WWW.GAME.UK.COM

WINNER!

To celebrate the birth of Harvey Keitel (13th May), we're giving away *five* games to the writer of this month's star letter. If you're looking for something out of the ordinary to send Harvey in celebration, why not get him a new PS2 title? GAME is the only place to go to load up on top presents, whatever the occasion. So why not call us on 0800 600 900 and we'll tell where your nearest GAME store's located.

THE VOICE OF CHOICE

"DURING A METAL GEAR SOLID-STYLE GAME, COULDN'T WE INTERROGATE THE GUARDS TO GLEAN VITAL INFO ON A BOSS' WEAK POINT?"



Dear PSM2

I was reading a back issue of the mag and started thinking, 'What would I like to see in a game?' Well, my problem's boss battles – not the booze-related ones every Monday, but the anti-climax, press two buttons, jump, strafe left, fire, repeat, repeat, work... ones that pop up more frequently than Paul Ross in talking head nostalgia TV shows.

Surely in this day and age we have the ability to create boss battles that re-define the genre? For instance, during a *Metal Gear Solid*-style game, couldn't we interrogate the guards to glean vital info on a boss' weak point? I don't mean give it away completely, but maybe hint at the right weapons, timing etc. There could also be a limited time that you can spend in the 'arena' before the boss appears. This would enable you to set booby traps and search out the best vantage points. To ensure that the level stays challenging with repeat play, there should be a few random factors thrown in, such as re-generating terrain or random attack strategies for each boss. What d'ya think?

David Muir, via e-mail

Bang on, David. We're sick of bosses who plod the same predictable route before suddenly mutating into a nuclear weapon when they've only got a jot of energy left. Just look at *Maximo* – a furious teeth-grinding challenge tinged by cruddy repetitive bosses. Achille? Arse, mate. On the plus side – Freakout turned boss battles into an art form with its devious, sheep-tossing, I'll bo peep level. Honestly, mind, we haven't seen anything to rival the Sniper Wolf battle in MGS. Are you listening developers? Hmmm?

This is your chance to air your views on the hot potato of the moment: What would *you* like to see in *GTA4*. And, *please*, have *some* morality.

E-MAIL: PSM2@FUTURENET.CO.UK

WRITE TO: LETTERS, PSM2, FUTURE PUBLISHING LTD, 30 MONMOUTH ST, BATH BA1 2BW

RIGHT YOU ARE

Dear PSM2

After reading the letter of Gustav Tresselt, a fellow Norwegian, I felt I had to comment. When people disagree with a reviewer's point of view it's foolish to accuse them of not having played the game.

We simply can't expect that all the reviewers in the world agree with each other (and us). If they did, it would be a pretty unexciting world of games mags, don't you think? Imagine them all giving the same score for every game. Rather stupid, right? No, what Gustav and everyone else needs to understand is that a review is nothing but a personal opinion. Be it good or bad, it's still just an opinion and nothing more. If you absolutely *have* to write in and start a barney with the lads at PSM2, you should at least have some good arguments why the game should've got a better score.

Best regards,

Tom Ødegård,

Norway

Good point – although there's usually a fair bit of 'discussion' in the office that prevents, say, Joel from giving every Bemani game 80%. Personal opinion's important, but we're a *team*, damnit.

DRIVER'S MATE

Dear PSM2

I was wondering if you could enlighten me as to why, when games developers make racing games such as *Gran Turismo 3* and *World Rally Championship*, they make the two-player options so crap. Pick your course, race, and that's it. There are no medals, no money to improve your vehicle or buy another one.

Can you imagine *Gran Turismo 3* with a two-player Championship mode? Surely this option would improve the game no end? Is this too much to ask?

Wendy Strachan,

Ayrshire

Co-operation isn't team PSM2's strong point – we've seen many a deathmatch alliance fall in tatters because we had a railgun and just couldn't *resist*... ahem. That said, there's clearly a demand for two-player options in long-term gaming – *Pro Evo*'s lack of a two-player Master League proving a sore point with many. It's something we'll be mentioning to the developers concerned...

WRITE TO PSM2 WITH: YOUR PS2 HOPES AND FEARS... YOUR THOUGHTS ON THE ISSUE... PROVOCATIVE QUESTIONS...

FOR NON BLONDS

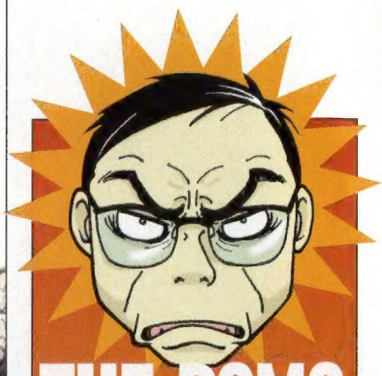
Dear PSM2

Here's a funny story. I got up the other morning and went straight onto *MGS2* without turning the heating up in my flat. While the scene was playing where Metal Gear Ray was trashing the liner and Snake gets knocked into the water, I shivered, my thumb slipped and I caught the ⊗ button, skipping the rest of the cut-scene. All of a sudden, I'm playing as some blond bloke who I know nothing about and have no knowledge about what happened to Snake! Any help gratefully received.

Michael Hunter,

Via e-mail

Um... not quite sure how to break it to you, Michael. On the other hand, at least you didn't pick the 'Never Played The Previous Game' option – do that, and you don't even get to play the tanker section.



THE PSM2 RAGE GAUGE

GRRRRRRRRR...

Dear PSM2

Having written to you about *MGS2*, I turned to PSM2 #21's Star Letter and noticed it wasn't there. B'st*rds! You obviously don't have a clue how long it took me to write that letter. Now loads of people will go out and buy *MGS2* and be very disappointed when I could have helped them.

Glen Forster,

Grimsby

HAIRY CUP

Dear PSM2

I am writing because I'm gutted that EA Sports have released a World Cup game separate to *FIFA 2002*. I bought *FIFA 2002*, not because I thought the gameplay or anything was better – *Pro Evo* is clearly superior – but because I wanted to play the World Cup on it.

I have since won all the tournaments, basically completed the game, and have meticulously combed though to find the World Cup extras. Then I discovered EA were releasing another separate title, with solely the World Cup on it for another £35.

I can see why EA have done this. There are thousands, if not millions of people who like footie and videogames, and a lot of them will have fallen for the same thing as me. A lot will rush out to the shops and buy the World Cup game, which will bring their total expenditure up to whopping £80.

I have always held EA Sports in high esteem, because they produce

TEXT US! 07764 175887

Spelling? Grammar? Basic grasp of the English language? No need to bother with any of that when you've got the power of mobile texting.

Why don't you review more Japanese dating sims? Roger DaBear ■ Top mag guys - got any spare games lying around? ■ Things I want in Smackdown 4 - blood, Ric Flair and Stacy Keibler! Dude. ■ Is Densha De Go ever going to get a UK release? ■ Matt ■ If nel sez games make me violent, I'll rip their legs off ;) KazuyaMishima ■ UR Gr8. Can i have a job? ■ Hey guys -

SSX TRICKY
Some people steered clear of EA's sequel fearing a lazy cash-in, but as Guy Lawrence points out, a game this perfectly honed shouldn't be missed.

GOIN' POSTAL

Loose chippings from the missive motorway that lodged in a tyre or, more seriously, took a flickin' nick out of the PSM2 windscreen.

LOVE BUG
Dear PSM2
Good job PSM2, keep up the good work. (Any chance of a signed photo of you all together, PLEASE?)
Jeff Austin, via e-mail
You... Are... Mental... (Picture in the post.)

BLIND DATE
Dear PSM2
Why is it, in every mag I buy, the release dates for games continually change? Why does this happen? One mag will have a game down for 15th July, while another will say something entirely different. Why can't you all just find out the right release dates and stop speculating?
Craig Ballard, Hockley
PSM2's Incoming page is always based upon official press releases.

BLIND DATE
Dear PSM2
Gamers in the UK are always going on about the price of PS2 titles. At least the don't live in Ireland. Games here cost around 69 Euros!
Ranon Griffin, Galway
Take heart, the Euro's a volatile currency. Our advice... buy low, sell high!

great games, but I think that this is just not on. They also advertised on the box, 'experience the atmosphere of playing in the World Cup', which is a lie. True, the qualifying stages are in there – but it's not the finals, is it? What I say is, stop ripping off punters, and start telling the truth.
Mike Stark,
Stockport

Bless 'em, they've *tried* to improve the game – but yep, we can't help feeling that EA should have at least included the qualifiers in the newer game. The only way to stamp out such cynicism is to vote with your wallet.

SHAME AGAIN
Dear PSM2
Metal Gear Solid 2 is an outstanding game, filled with an attention to detail that would not have been possible on PSone. But I can't help feeling that it lacks that spark of genius that set *MGS* apart. Remember Psycho Mantis asking you to place the joypad on the floor, then making it dance? Or swapping ports so that Mantis couldn't 'read your mind'?

MGS2 doesn't really innovate in that way. Don't get me wrong, I love the game; but I can't help but feel it's simply a prettier 're-imagining' of the first title. We need games that innovate in the way the first *MGS* did, not titles that look stunning and enable us to, basically, re-play PSone games with a new coat of paint.
Jamie Brooks,
Via e-mail

Too right. Ripply water and polygon-stuffed backgrounds are fine, but games – like people – need brains as well as beauty.

CLAN SOLO
Dear PSM2
I recently went and brought the brilliant *Metal Gear Solid 2*. On my way to get it I started to think, what if there was only one format, only one videogame console?

Imagine if there was more than one format of DVD. There are so many classic films that you'd never get to see in the comfort of your home.

What if there was more than one format of stereo, and artists were restricted to the format they could record on? The videogame industry is suffering because of this, and it will never be as big as the music or film industry as long as this restrictive system remains in place.
Todd Gledhill,
Via e-mail

Nice idea, but bear in mind that all videos/DVDs have to do is display moving pics. As long as hardware developers create more efficient ways to shunt polygons than their rivals, there'll be no parity between systems.

LINE'LL BITCHY
Dear PSM2,
I've read a few mags looking for info on PS2's on-line capabilities and, so far, I haven't found any real details. I was hoping that your mag could tell me if it needs some kind of special connection, or can you just plug it into the phone line and play? Also, could you tell me what games are going to have the on-line play function?
Eoin Culhane,
Limerick

Certainly. Check out page 18 for the current on-line situation.

"MGS2 IS AN OUTSTANDING GAME, FILLED WITH ATTENTION TO DETAIL, BUT IT LACKS THE SPARK OF GENIUS THAT SET MGS APART"

REPEAT FREEZE
Dear PSM2,
Too many times I've picked up an issue of your magazine and read a whiney letter saying something along the lines of 'games nowadays aren't original' or 'the market's flooded with sequels' or 'games are all mindless shoot-em-ups or beat-em-ups these days'. Well, you could do a lot worse than buy *Quake 3* or *Tekken Tag Tournament* (especially at its new knock-down price). They're not exactly intellectually stimulating, but are good nonetheless, and are excellent in multi-player.

The accusation that there are no intelligent games on PS2 is unfair in any case – *Shadow of Memories* and *Escape From Monkey Island* are both challenging and thought provoking. It's true that, at the moment, there are not many particularly original games on PS2 (excluding *Rez* maybe), but you only have to look a little way into the future to realise things are changing. *Ico*, *Herdy Gerdy* and the exceptionally weird *Dekavoice* are all lined up for 2002/3. Finally I'd like to point out that sequels aren't such a bad thing, as long as they improve on the original. No one can really complain about *Tony Hawk's 3*, *SSX Tricky*, *Metal Gear Solid 2* or *Medal of Honor: Frontline*. They are/will be challenging, fun and well worth £40, even if they're not that original.
Guy Lawrence,
Brockham

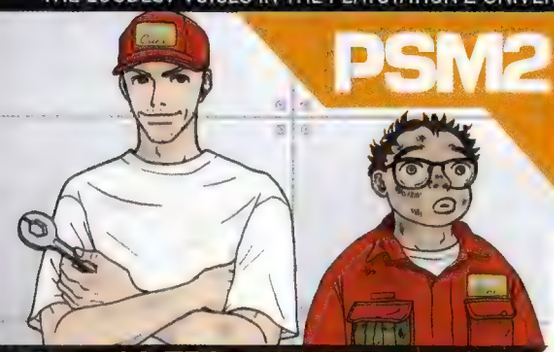
Mindless violence? We'll have some of that? Thought-provoking? Don't mind if we do. Endless sequels are wearisome, but only the hopelessly blinkered avoid games just because they've got a '2' in their title – or refuse to take a chance on something new. Quality's the important thing – and we're here to point it out.

HYPER MARKETEER
Dear PSM2
Computer hype! I don't understand why companies don't create more hype about videogames. It does them nothing but good as far as sales are concerned. For example *MGS2* had bucket loads of hype and what did it do? It shattered the charts and became the top selling game of all time. So, to be the top selling game you obviously need: 1) a bucket load of hype, 2) a brilliant prequel or an outstanding level of originality 3) the existing success of the console it's released on and 4) it has to be reviewed before the launch (unlike

who's your favourite Tekken babe? Mine's Ling... ■ Congratulations to MCH - what're you going to call him? ■ Whenz MGS3 coming out? Will Hideo Kojima be working on it? ■ I love Duncan. Fozzybuck ■ Dude - where's the Czar? ■ WHO IS BEST IN YOUR OFFICE AT PRO EVO BECAUSE I WOULD LIKE TO CHALLENGE THEM. ShoRyuKen ■ Anyone know when Stuntman's coming out? I just asked Game, and they haven't got a clue... ■ Word of warning - I tried chipping my PS2 - and I got curry sauce all over it! Hoo! ■ I might not be able to play Halo, but i won't get a hernia carting my PS2 round to my mate's house... ■ Lord Of The Rings on PS2? What'choo Tolkein 'bout, Willis? ■ Are all your txt mssges made up? What about this one? ■ I've got a gr8 idea for a game involving cricket and strategy - it's called Age Of Umpires :) ■ I live near Bath ■ When's PS2 going to get a decent surfing game? ■ Only 96 for Metal Gear Solid 2? It deserves a perfect 100 just for the bit where you tap the posters... ■ I can't stop playing games like Tomb Raider, Fear Effect and Freak Out -

LETTERS

THE LOUDEST VOICES IN THE PLAYSTATION 2 UNIVERSE



PSM2 CLINIC

Confused by that huge, whirring chunk of black plastic in the corner of your living room? Let Floyd and Bubba-Joe show you how it works.

#11: PS2 TECH UPDATE

If films only run at 25 frames-per-second, because the eye can't tell the difference at faster speeds, why do most games run at 60fps? Surely they could decrease the framerate and free up some processing power to be used for, say, increased resolution?

Good question. Thing is, the eye can discern between faster framerates – it's just that the improvement in quality is less noticeable after 25 fps. This is merely the level considered to be 'good enough' by the film industry – at least traditionally. Compare a 60fps game – like *GT3* – to a 30fps title like *G-Surfers* and you'll see that there's a definite difference. Plus, if a game runs at 60fps, there are 60 potential frames of interaction every second – vital for precision timing.

Please could you tell me what the Hard Drive is, and whether there'll be an add-on that enables you to play the enhanced video sections that are on most music CD singles?

Basically, the Hard Disk Drive (HDD) will be a huge internal memory card – capable of storing entire games, DVD movies or music files. The PS2 HDD will – probably – have a 40 Gigabyte (Gb) storage capacity, enough to store nearly eight DVD movies (4.5Gb each). Bear in mind, standard PS2 memory cards only hold eight Megabytes (Mb) of info – and seeing as 1000Mb=1Gb, it doesn't take a genius to realise the HDD is 5000 times the size. Eventually, via Sony's still-to-be-confirmed Broadband Network, you'll be able to download entire games, levels and demos to your PS2 HDD. The reality of this happening in the UK is still some way off in the future, with a few teething problems to iron out.

Naturally, the HDD's first function will be to store game saves and to speed the load times of dense games like *FF11*.

Rockstar's *State of Emergency*).

I think that hype is a good thing. It drives sales and results in the developers and publishers making loads of money.

Daniel Rodgers,
Via e-mail

Why don't publishers create more hype? Oh, believe us, they try... the fact is, quality will always out. *MGS2* did well – but not as well as the majestic *GTA3*, which barely got a single preview. In the words of Public Enemy, Don't Believe The Hype.

EXCHANGE STUDENT

Dear PSM2

I just wanted to ask what happened to all the import game reviews? I'm sure you used to review a lot more import games than you do now. I'm happy to see that you're reviewing the Jap version of *Tekken 4*, but I hope it won't stop there. I'd really like you guys to review *Winning Eleven 6* when it comes out in April. I respect your views, and I don't want to shell out £70 for an import game that's not worth getting. Please start reviewing more import games again.

Adam Bhatti,
Via e-mail

We've got a limited amount of space, and we try to review import games you'd genuinely consider buying – like *Onimusha 2* and *Tekken 4*. That said, if it was up to Dan he'd blow our entire budget on bus-driving sims...

GIRL FROM MARS

Dear PSM2

Due to your up-to-date coverage on every PSM2 title and in-your-face, take-no-prisoners attitude, you've successfully spoiled every single other PS2 magazine on this planet for me.

Anyway, before your heads explode, the point. I just read PSM2 #17's letters page and have to somewhat agree/disagree with Miss Woodbridge's letter. I'm totally with her for the most part, but I do disagree with her for lashing out at you guys for having a men's mag. I've found no evidence of this as yet.

Unlike developers you don't slip in the odd naked babe to take attention away from sloppy programming. That said, I tend to applaud games like *Ridge Racer 4*, with the tastefully designed Reiko Nagase, or *Tomb Raider*, with the elegant Miss Croft – both women who have something more to them than just skin-deep attractiveness.

As a female gamer, some male gamers do piss me off. A few years ago, a guy came up to me as I was kicking ass in *Tekken 3* in an arcade and actually told me that games weren't for girls. Xiaoyu and I sure proved him wrong.

Anyway to the supportive guys out there that take into consideration that some of us would prefer playing a game rather than going on a date with another loser, a heartfelt thanks.

Naomi Senekal,
Cape Town

Shucks.

GLOBAL SPILLAGE

Letters from around the world in an easy-to-comprehend planet-gram.

YOU WHAT?

Who's been saying what this issue.

MGS2
GTA3
Angry loons
Xbox bashing
Girl power

All correspondence is assumed to be for publication unless marked otherwise. PSM2 reserve the right to edit readers' letters for length and clarity.

you could say I'm a heroine addict... ■ Yo yo yo - 2D fighting games are OVER... KazuyaMishima ■ I thought Kuri Kuri Mix was a cookery game ;) ■ What should I buy, XBox, Gamecube or Wonderswan? ■ GTA3 - think of the children - won't somebody think of the children? ■ Whatever happened to Jakki Degg? ■ Will the Britney game work with Thrustmaster's Fighting Arena? ■ Where can I get a copy of the soundtrack from Devil May Cry? ■ Am I the only person who thinks Marcus looks a bit like Louis Theroux? ■ Who are those blokes standing at the back in your team intro? ■ Has anyone ever thought of a game license based on Milk And Cheese, popular comedy alcoholics? ■ Does anyone read these messages? ■

PLAYSTATION 2 MAGAZINE
PSM2

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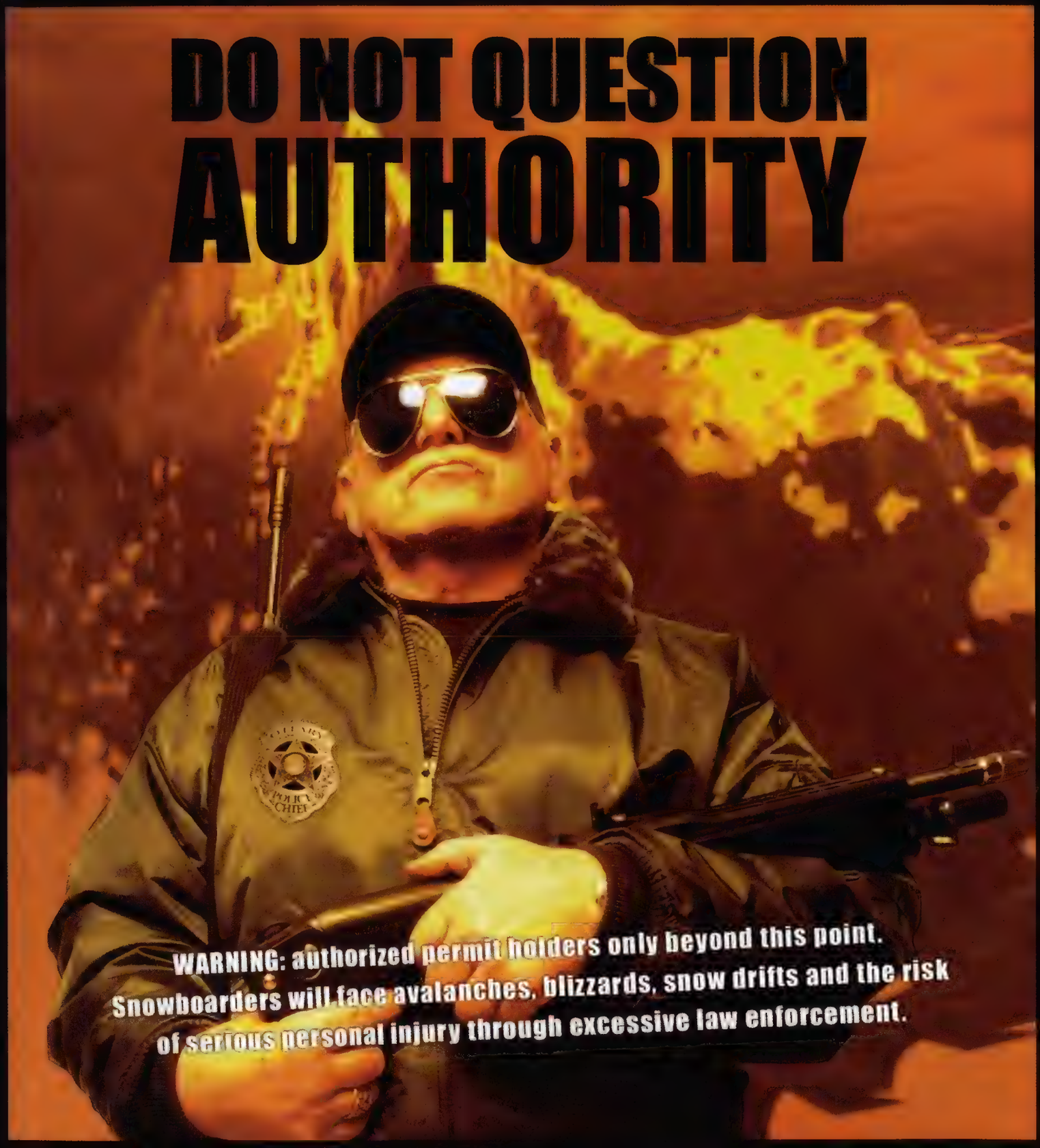
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PLAYSTATION 2 MAGAZINE
PSM2
ACCELERATOR
DRIVING OPINION · BREAKING NEWS
ニュース

OVER-PROJECTED: Lara's distinctive image was cast onto nearby buildings.

TORCHING CLOTH: Core have tried to distance themselves from *MGS2* – but the shots are a bit close to the bone.

SHORTS IN THE DARK: Lara finds herself on the run – and needs to avoid detection.

>ON-LINE NEWS フハワヌキニラ

CROFT CONVERSION

Eidos uncloak *Tomb Raider: The Angel of Darkness* – a meaner, moodier Lara with an edge of *Metal Gear* – splitting opinions and firing emotion. Out of the shadows, a thundering PS2 console exclusive.

On March 20th, Eidos unveiled the next-gen *Tomb Raider* to a packed crowd of pensive journos at London superclub Pacha, eliciting cheers and muted concerns in equal measure. Chris Barrie – Red Dwarf star and Lara movie butler – introduced a series of mood-setting videos, culminating in a tantalisingly glimpse of in-game footage. Crucially, SCEE head Chris Deering was on-hand to announce the game as a PS2 console exclusive – scotching the hopes of Microsoft and Nintendo owners – despite the simultaneous worldwide release on PC.

The first video was bleak – strobe-cut with slicing razors, blood smears and eerie chanting – but the gameplay clip provoked greater fear among the cynical crowd. Everyone agreed about the fluid animation, moody lighting and Lara's edgy new look, but some were less taken with the stealth element – a dead ringer for *Metal Gear Solid*. Lara tip-toed through moonlit corridors, choking guards and ducking between pillars. Other highlights included an epic cavern leap, replete with astounding balance animation. Naysayers balked, but PSM2 remains cautiously optimistic. Remember that, after all, this was only a teaser trailer.

"CORE DESIGN WON'T RULE OUT AN ON-LINE ELEMENT COMPLETELY"

Keeping an open mind, PSM2 asked Core Design's Operations Director – and original Lara guru – Adrian Smith what *TR:TAOD* would do that *MGS2* didn't. Smith responding adamantly: "Nothing, as *Tomb*

"THE FIRST VIDEO WAS BLEAK – STROBE CUT WITH SLICING RAZORS, BLOOD SMEARS AND EERIE CHANTING"

RIMMER'S FLAME: Chris Barrie cosies up with the new Lara Croft model – dutch giant Jill De Jong.

Raider is not a Stealth-based game like *MGS*. It's true that some elements of the game will benefit from not being caught but this is linked to using Lara's skills and abilities not to be detected".

Smith's equally keen to play down rumours that *TR:TAOD* might be episodic – as first reported in PSM2#02 – with levels downloadable via the PS2 HDD. "The word episodic was used and the game has been created with that in mind (i.e. three episodes or parts of the story), but we never intended that the player would be able to pull the next episode of the game from an on-line source.

However, Core won't rule out an on-line element completely. "What's still being discussed – and was always our idea – is that the gameplay experience could be enhanced by the player being dragged into a real-life detective role. You could follow up on information you've found in the game through various websites, which we would register containing the information needed," suggested Smith. "Though this would add another dimension, it wouldn't be necessary in order to complete or fully enjoy the experience."

Tomb Raider: The Angel of Darkness launches in the UK in November this year.

PSM2 RECKONS *Few games have split the PSM2 office so completely, but in truth, Core were always on a hiding to nothing – make too many changes and die-hard fans cry foul, make too few and cynics berate the lack of imagination. For a full investigation into Lara's edgy new world – including PSM2's hard-hitting first impressions – head* *to pg24.*

THE PRODIGAL GUN: Lara's trademark pistols return, but new weapons are being kept secret.

BEAM THERE, DONE THAT: These shots are from the first level – set in not-so-gay Paris.

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PlayStation 2 OFFICIAL MAGAZINE UK 8/10

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ENGLAND EXPECTS: The UK version will be hugely improved. But check out our Jap review soon...

RUMOURS

NEWS FROM THE PS2 UNDERGROUND

Bit of a scoop this. Apparently, Zed Two – programmers of *Wetrix* and *Aqua Aqua* – are working on a top-secret new project for Rage. The game – codenamed *'Pillage'* – allegedly looks a little bit like *Vandal Hearts* – Square's mammoth legacy-passing PSone RPG.

RELIABILITY.....7/10

PSM2 RECKONS *Expect to hear something at E3. Given Rage's precarious financial position, they'll need to boost investor confidence with all the quality titles they can.*

Conveniently – given the launch of Xbox and Gamecube – Sony are leaking concrete details about PS3. Speaking at the recent Games Developers Conference in San Jose, Sony's Chief Technical Officer Shinichi Okamoto claimed that PS3 will be a 1000 times more powerful than PS2. Sony's new machine will be powered by IBM/Toshiba's Grid processor – formerly known as the CELL chip. Grid technology will run – so it's claimed – at a staggering 110Ghz, shaming PS2's 300Mhz Emotion Engine. PS3 would be networked focused, making plentiful use of downloads, but Okamoto wouldn't be drawn on a release date. Intriguingly, the real challenge was seen as PS6 or 7, which would feature bio-tech processing. *MGS2*-style nanomachines, anyone?

RELIABILITY.....5/10

PSM2 RECKONS *Hold your bleedin' horses, this is vintage trumpet blowing to dampen the fire of competing consoles. We've no doubt PS3'll be more powerful than Geoff Capes, but 1000 times? Pure headline-grabbing tosh. In any case, PS3 won't appear until 2004/2005 at the earliest. Given PS2's huge user base, Sony would be mad to pull the rug from under their feet. As for bio tech processing, don't laugh. Sony spent seven years researching ESP back in the '90s. While they were quite convinced of its existence, they couldn't think of a way to translate it into marketable products. We kid you not.*

It seems that key members of the Japanese press were recently treated to a behind-closed-doors unveiling of *GT4* – and stumbled away completely awestruck. Apparently the game's looking almost too good to believe and – get this – will *definitely* be on-line. Where this leaves the UK is less clear, as SCEE are yet to announce their on-line plans. Furthermore, we have it on good information that *GT* Next will be the next game from Kazunori Yamauchi to hit the UK – a re-mixed version of *GT Concept*, featuring new tracks and Euro-styled cars. Expect a September-ish release.

RELIABILITY.....5/10

PSM2 RECKONS *To be honest, the first sighting of GT4's blighted with hearsay and rumour. Until we cop peepers on it, possibly at E3, we're remaining cautious.*

Two quickies, possibly related, both platform-based. First up, apparently Insomniac's secret game, code named *L5* – not *Raccoon* as previously rumoured – does indeed feature a furry star. But our US sources indicate it looks more like a skunk. How bizarre. Moving on, Sony are prepping a killer platform project called *Ratchet and Bolts* – another title destined to fill *Jak and Daxter*'s technically impressive, but slightly out-moded boots. Goooood.

RELIABILITY.....6/10

PSM2 RECKONS *Two things are certain at this year's E3: a trickle of Halo clones, and veritable crud storm of kid friendly platformers. After the mild disappointment of J&D, we're setting phasers to 'glum'.*

Word reaches us that a *Silent Hill* movie is currently in production, developed by Dark Aura Entertainment and New Line Cinema. Apparently, the producers are keen to replicate the look and feel of the game.

RELIABILITY.....6/10

PSM2 RECKONS *Well, the Resi movie's quite good, so we look forward to seeing Kiefer Sutherland plodding around in the fog chasing skinless babies.*

>JUST IN! 7/1/73

EVO EXTINCTION

Konami unveil *Winning Eleven 6* – the Japanese version of *Pro Evolution Soccer 2*. That'll be co-operative Master League, then.

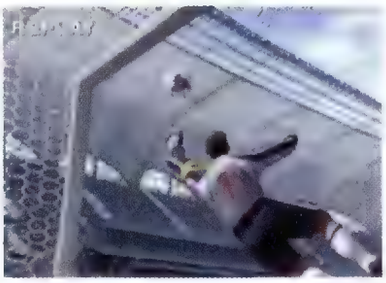
As we speak, spawny Japanese gamers are digging into KCETokyo's latest footy masterpiece, *Winning Eleven 6* – destined for the UK as *Pro Evolution Soccer 2*. Having spent quality time with the finished code, we can reveal some juicy gameplay impressions, including the revised, tactically acute Master League.

Most notable are the new animations – over three times that of *WE5* – including smart new shooting routines, quick rotations and on-the-spot drag backs. Players feel chunkier than ever – almost hunched – with top players like Beckham exerting even more of an influence. Needless to say, passing's as crisp as ever, shooting slightly more sensitive and crossing finally put to rights – it's much easier to score with headers than before.

Konami have tightened their licensing, so Argentina, Uruguay and Senegal get proper player names, plus there are 15 different World Cup stadia. Training's been revised to include a challenge mode, while players have the ability to improve over time. This is especially useful in the revised three-tier Master League, where you need to negotiate for new players – no more outright buying – or arrange loan deals. Players also have new stats governing their 'clutch shot' ability and team co-operation. When the game eventually hits the UK – Christmas or early 2003 – expect 'tweaked' gameplay and European stadia – plus new commentary. Chris James and Terry Butcher have been retired, Columbian-style.

"PASSING'S AS CRISP AS EVER AND CROSSING IS FINALLY PUT RIGHT"

PSM2 RECKONS *We were excited enough about the World Cup, but the imminent arrival of WE6's set us to fission point. KCETokyo are edging – almost impossibly – closer to perfection. The UK version promises to be even better – so we'll keep fingers crossed for a 2002 release.*



WINNING COMBINATION: As you can see from these first screenshots, the player models are beefier than ever, though the game's instantly recognisable from its forebear - rest assured, the gameplay's been ramped up to heavenly proportions.

CHICKENING OUT: Square are remaining tight lipped about *FFII*'s European release date - possibly as late as 2004.

DRAGON THEIR HEELS: Sony seem to think we'll see Square's opus - but not until the HDD is readily available.

SOCOM AND SEE: SCEA's team-based shooter could be destined for the UK - albeit via Narrowband connection.

›PSM2 INVESTIGATION

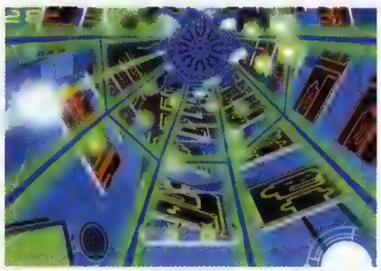
ON-LINE OFF RAILS?

Rumours suggest *FF11* may NEVER reach the UK, while the future of on-line gaming looks hazy. What's going on? PSM2 investigates...

According to a trusted PSM2 Japanese source, *Final Fantasy 11* may never be released in Europe, potentially jeopardising the UK's on-line PS2 network. Translation difficulties aside, Square are said to be concerned about the availability of the European HDD – essential for *FF11* – and may prefer to focus on the, apparently smoother, PC version. Yoinks.

The news is hardly surprising. SCEE head Chris Deering recently said that *FF11* wouldn't reach the UK until 2004. More disturbingly, while Sony have confirmed their on-line plans in the US and Japan, the UK situation has been left precariously dangling – amid rumours of an insufficient, and financially unviable Broadband network to support on-line gaming. PSM2 went banging on the doors of Sony and leading industry analysts to get the truth.

A source close to PS2's on-line trials wouldn't discuss matters on the record, but intimated that Telewest – Sony's key UK partner – wouldn't be rushed into announcing their on-line plans until they were watertight, suggesting there was nothing to worry about. Another insider suggested that an E3 announcement was



FREQUENCY SHIFT: Sony's rhythm action gem would be a great stop-gap title to please early UK on-line adopters.

Durlacher was more cautious. "Broadband console gaming will undoubtedly be a critical part of the games business in the future; just not in the next few years."

The bottom line? Inside betting suggests that SCEE's on-line push will start in September, closely resembling the US model. From day one, gamers will be able to buy a Broadband/Narrowband Network Adapter for around £40, with the option to add a Hard Disk Drive (HDD) around Christmas. Contrary to previous reports, the Network Adapter screws into the rear bay of the PS2, not via the HDD. Sony *won't* act as an Internet Service Provider (ISP), but will allow users to connect via their existing provider, such as Telewest.

Intriguingly, the US announcement suggested that Sony were no longer interested in providing a standard web browser, but focusing on entertainment. Basically, to get on-line, gamers would need to pay for the Network Adapter (about £40), a compatible game (£40) and their existing ISP connection costs (say £10 per month for Narrowband access).

The first games should include *SOCOM*, *Frequency*, *Tribes* and – yes – *Tony Hawk's Pro Skater 4*, with other games to include token on-line options, such as score tables.

Industry whispers hint that – as first rumoured in PSM2 #20 – PS2'll soon be available for £200 bundled with an HDD and Network Adapter. Could 'PS2.5' really be a reality by Christmas?

PSM2 RECKONS Forget all about Broadband gaming until 2003 at least. We expect Sony's Network Adapter to launch in September, closely followed by perfectly playable narrowband games like *THPS4*. Expect a huge investigation next month..

BYTESIZE

2C

› UK: Sony have teamed up with Film Four, The Sun and a host of top bands to bring you 2C: the Official PlayStation Event. Held in Gunnersbury Park, London, over the 4-6 May 2002, highlights include a skate park, 3000 capacity cinema and live music from the cream of UK hip hop, garage, and rock. Tickets are £18 per day – ring 0115 934 8757 ffi.

› JAPAN: Capcom have shipped one million copies of *Onimusha 2* to Japanese retailers in under two weeks – breaking previous shipment records. Expect a UK release in late summer/autumn.

› UK: Game On – an exhibition celebrating 40 years of video-games – will run at the Barbican gallery, London from May 16th to September 15th 2002. There'll be two floors of rare consoles and classic games plus loads of cutting-edge PS2 stuff, and special insights into Japanese games culture. Ring 0207 638 8891 ffi.

› UK: Codemasters have announced *Shoot to Kill: Columbian Crackdown*, a First Person Shooter that they hope will re-invent the genre.

JAPAN: Sega unveiled their new PS2 line-up at Game Jam 2 in Tokyo recently. There's Red Entertainment's swords 'n' guns mash-em-up *GunGrave*, co-developed by Sega Smilebit. Also look out for *Ferrari F355 Challenge*, *Switch* – the Mega CD 'classic', Eastern-oddity *Roommania* and the potentially great

UN-WHEEL TORMENT: Sadly, there are no screenshots available yet – we'll have to wait until E3 in May.

Courtesy of Kona Mountain Bikes

›FIRST LOOK

BIKE AND THE MECHANICS

The *SSX* team unveil their secret new project – promising *Zelda* with knee-pads and wheelies.

EA Big have blown the lid on their potentially revolutionary new mountain biking title – the latest from Team Chaos, developers of *SSX Tricky*. While essentially based on extreme mountain biking – or freeriding – the game'll defy extreme sports convention by providing truly flexible objectives and an organic gameworld. Basically, picture the fine trickery and tight physics of *SSX* in the sprawling horizons of *Jak and Daxter*.

The team have been working on the game for over a year now, perfecting the bike dynamics and stunt system.

Unlike previous BMX-style games, riders move independently from the bike – throwing their bodies around corners and feverishly eyeing distant obstacles. Naturally, there'll be the usual splattering of flips, log grinds and delicate manuals – plus a trove of short cuts and trademark implausible terrain – but the really interesting bit's the adventuring.

Players will begin as rookies, exploring the game world at leisure and tackling objectives. For example, you might meet a biker who demands you earn the right to use his turf – fail and the game world remains defiantly locked.

As you progress – in strictly non-linear fashion – you'll move from foggy, tree-lined forests to urban streets, learning new tricks, earning respect and making enemies. Theoretically, much like Nintendo 64 classic *Zelda*, the game'll be one huge toy box, with new challenges to discover every time you play.

PSM2 RECKONS A lifestyle action-RPG for show offs? Given Team Chaos' exceptional pedigree, we're willing to accept their outrageous claims. Expect concrete details post-E3 after a full investigation. The campaign for surfing games with guitar-playing beach party sub-sections starts here.

Power Smash 2, known on DC as *Virtua Tennis 2K2*.

› **UK:** Brit-based Publisher Rage are facing a funding crisis, after announcing £8.5 million losses during 2001. If a suitable backer isn't found then the firm could be forced to revert to developer-only status, but for now the future of the PS2 Beckham title looks assured. Watch this space.

DON'T MISS

BIG GAME NEWS, DELIVERED FAST:

REVIEWS pg58
Fill your brain with unbeatable buying advice.

PRO TIPS pg100
Secret stuff *They* don't want you to know...

SUBSCRIPTIONS pg119
Don't miss an issue of PSM2 with our great offer.

EXION FATE
THE OPERATIVE
No One Lives Forever
DANGER THAT MAKES THE FLESH TINGLE
"Game of the year on PC, now on Playstation®2"
Computer Games - 2000
COMING SOON
FOX INTERACTIVE
MONOLITH
SIERRA
www.sierra-online.co.uk
PlayStation
PlayStation.2
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SILVER SCREAM: Suffice it to say, one of the game's most popular baddies makes a fan-pleasing appearance.

SERIAL MILLA: The zombies aren't that scary - not compared to Ms Jovovich's terrifyingly high cut outfits.

TEETHING TROUBLE: Butt-kicking commando Rain (Michelle Rodriguez) get infected by the T-Virus early on.

>FIRST LOOK ファースト

BITE CLUB

PSM2 bags an exclusive premier of the Resident Evil movie – and finds there's no shortage of gore to get your teeth into.

We're happy to report that Resident Evil, released in the UK this June, is not only faithful to the gore-laden, scare-yourself-mental spirit of the games, but is also *surprisingly good*.

The film's directed by Paul W.S. Anderson of Mortal Kombat infamy and stars the scrumptious Milla Jovovich, The Fifth Element's flame-haired perfect being. Intended as a prequel to the events in Capcom's zombie shocker series, the action takes place in and around the Hive, the Umbrella Corporation's secret underground research laboratory.

A commando team are sent to the Hive after the T-Virus breaks free and infects the lab staff. The team picks up Alice (Jovovich) and a few other stragglers and together they set out to find out what the hell happened. Along the way they encounter a schizo super-computer called Red Queen, numerous lumbering undead and a hybrid monster called The Licker. You just know they ain't coming out alive.

"YOU JUST KNOW THEY AIN'T COMING OUT ALIVE"

The film isn't big budget but the sets and prosthetics are superb, full of little nods to the games. The action's fast, furious and full of scares, with the highlight for sickos being a bloke getting cubed by a laser grid. Melting eyeballs? Nice.

PSM2 RECKONS *Forget all the disappointing game movies of the past, you need to see this. It's fun, it's gross and it does the Resi games proud.*

JONNIE'S FIVE

Right then, explanation time. You see, there was a film called Short Circuit starring a robot called 'Jonnie 5' who, get this, thought he was human. As luck would have it, PSM2's own Jonnie is a human who likes robots. AND there are five games in the column. Do you see? Hmm? *Hmmm?* Anyhow, short of a flood of reader support, he's off for a one way trip to the firing range. Next month, expect an upbeat but equally implausible column about gaming vegetables. Jolly Green Bryant. Honest.

1. APE ESCAPE 2

Publisher: Sony
Expected:
WHY?
SPECIAL FEATURES:

2. PREMIER MANAGER 2002

Publisher: Infogrames
Expected:
WHY?
SPECIAL FEATURES:

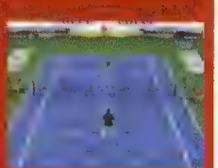
3. RIDING SPIRITS

Publisher:
Expected:
WHY?
SPECIAL FEATURES:

4. DISNEY GOLF CLASSICS

Publisher:
Expected:
WHY?
SPECIAL FEATURES:

5. POWER SMASH 2



Publisher:
Expected:
WHY?
SPECIAL FEATURES:

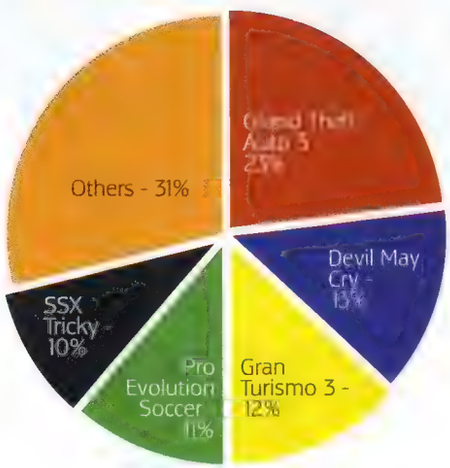
THE PSM2 READER AWARDS

Crack open the bubbly and dig out your dancing shoes: it's time to reveal the winners of the inaugural PSM2's Reader Awards.

The entries roared in – over 7000 of 'em – but under intense pressure from our flagging postman, we've finally closed the polls on the PSM2 Awards 2001. We'd have waited longer, but, frankly, the volume of letters under Joel's desk was forcing his chair slowly skyward. Bless 'im. Voting was tense. The lead changed hands countless times as we scientifically tallied the votes using an abacus and the latest in handwriting decription software – but a pattern slowly started to emerge. Quaking with anticipation, we booked the Albert Hall and wrote invites to the entire videogame industry, shortly before collapsing into some party sausages and electing to stay in the office. So, after months of anguish, here're the prestigious winners of the PSM2 Awards 2001 – the only independent awards voted for by you, the gamers of the UK (and Europe). Once again: thanks for your support.

>AWARDS RESULTS シラベカ/

THE TOP FIVE PS2 GAMES OF 2001



FIRING OPINION: The range of votes were incredible, but everyone agreed about the lure of orchestrated violence.

1 GRAND THEFT AUTO 3: 23%
2 DEVIL MAY CRY: 13%
3 GRAN TURISMO 3: 12%
4 PRO EVO: 11%
5 SSX TRICKY: 10%

OTHERS 31%

NOTABLE RUNNERS UP
THPS3, SILENT HILL 2, RED FACTION.

VOTING FACTS

Votes poured in from all over the UK – from Southampton to Edinburgh – and there were notable foreign entries from Europe, Norway and Lebanon. Readers varied dramatically in age – from nine to 61 – and that it made a significant impact on the quality of handwriting. We blame text messaging. And crayons.

VERDICT

No surprise here. Rockstar's ultra-violent, utterly immersive gangster's paradise was the clear choice – the perfect marriage of populist content and genius design. Jeez, we're still playing it now – almost six months on. The battle of the also-rans was tight, with *DMC* edging out *GT3* at the very last hurdle to claim second place. Of the 30-odd games nominated, only *THPS3* was close to denting the top five, with 8% of the vote.

STRANGEST SUGGESTION

UEFA Champions League, *4x4 Evolution* and, eep, *Final Fantasy 7*. Oddly, some bloke crossed out the words 'top five' and insisted on writing his 'top two'. Hey, we're flexible.

›AWARDS RESULTS シワミカノ

BEST PS2 GAME CHARACTER

DANTE (FROM DEVIL MAY CRY)

VERDICT

No contest. Dante received more votes than everyone else combined. Could be the flowing silver hair, or Cheddar-rich B-movie garble, but we suspect Dante's uncanny ability to repeatedly impale himself on six foot swords without batting an eyelid pretty much sealed it.

STRANGEST SUGGESTION

The 'bloke from *GTA3*' was popular, but it was good to see Gordon Freeman from *Half-Life* get so many votes. Possibly a spoogie solidarity thing. Most original choices included, Jehuty from *Z.O.E.*, Misty – the hooker – from *GTA3* and Daxter from, um... well it defies belief, really.

THE FULL DANTE: Quite frankly, it was no contest - but waddya expect? He is in league with the devil.

"DANTE RECEIVED MORE VOTES THAN EVERYONE ELSE COMBINED"

›AWARDS RESULTS シワミカノ

BEST PS2 DEVELOPER

CAPCOM

VERDICT

Despite a quiet-ish 2001, Capcom's dedication to quality shone like a beacon in a sea of turgid games. *Onimusha, Devil May Cry, Resident Evil Code: Veronica, Capcom vs SNK*... put simply, Capcom don't make bad games – well, provided you ignore the *Gun Survivor* series. The teams in the chasing pack were tight, including Konami, Rockstar and EA.

STRANGEST SUGGESTION

Not one odd suggestion. Surely someone's got relatives at Cryo?

›AWARDS RESULTS シワミカノ

BEST CG

GRAN TURISMO 3

VERDICT

Despite fierce competition from *Silent Hill 2* and *Onimusha*, the sight of all those crisply rendered steam pistons was too much to resist. The mysterious journey through the motor engine, bursting out onto the open track was sheer exhilaration – even if we think the effect was culled from David Fincher's *Fight Club*. Joel, on the other hand, thought it was pinched from those Castrol GTX ads, promptly whispering 'dur, dur, durrrr' for dramatic effect. Berk.

STRANGEST SUGGESTION

Someone painstakingly cited *Tomb Raider 4*, Level 2 as the best example of a CG. Er, we still love PSone and all that, but...

GRAN MASTER: Yamauchi's masterpiece clinched best publisher for Sony - and almost scooped best game 'an all.

"THERE'S NO DENYING THE STRENGTH OF SONY'S 2001 LINE-UP"

›AWARDS RESULTS シワミカノ

BEST PS2 PUBLISHER

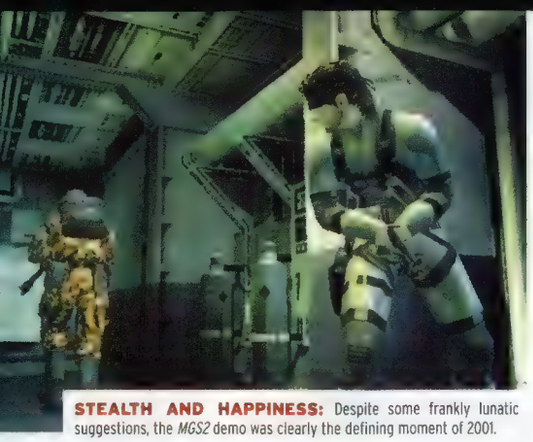
SONY

VERDICT

Probably more to do with their visibility – and brand power – than anything else, but there was no denying the strength of Sony's 2001 line-up. *GT3* was the real clincher, but we shouldn't forget *Airblade, Jak and Daxter* and *WRC*, among others. Konami were notable runners up, despite a string of so-so *ESPN* games. That's the power of *Pro Evo*, we guess – or the shadow of a certain stealth agent.

STRANGEST SUGGESTION

A lot of people were confused between Take 2, Rockstar and DMA Design. And rightly so. One poor chap just gave up and wrote 'whoever made *Grand Theft Auto 3*'. Oddly, but encouragingly, several people voted for PSM2. As luck would have it, Jonnie's in the basement coding an RTS monkey-tricycling game as we speak.



STEALTH AND HAPPINESS: Despite some frankly lunatic suggestions, the *MGS2* demo was clearly the defining moment of 2001.

›AWARDS RESULTS シワミカ/

DEFINING MOMENT

PLAYING THE MGS2 DEMO

VERDICT

Mild confusion here. Some folk seemed to think they had to choose defining moments from the mag, others thought of nice things that had happened to them last week. Sifting through the garble, 'playing the *MGS2* demo' emerged as the clear winner. Why not? It was bleedin' class.

STRANGEST SUGGESTION

Sweet Lord, where do we start? Here's a collection of the more rational, heart-warming or downright scary:

Going on-line with *THPS3*.
£199 PS2.
i-link *GT3*.
Mastering *Pro-Evo*.
When England qualified for the World Cup.
Buying my PS2.
DTS sound in *SSX Tricky*.
Meeting my girlfriend.
The hunt for Bin Laden.

›AWARDS RESULTS シワミカ/

BEST GAME MUSIC

GTA3

VERDICT

Ooh, contentious. Certainly the closest category. A lot of folk were taken with the dynamic warblings of *DMC*, or licensed tunes of *THPS3*, but ultimately the multi-channel 'live' radio of *GTA3* came out – deservedly – on top. Aside from the brilliant scripting of Chatterbox FM, who can forget the icy rush of mowing down perps to the soothing strains of Double Cleff FM? Genius. But where were all the votes for *SSX Tricky*?

STRANGEST SUGGESTION

We were quite taken with '*Puppa the Ruppa*'. That's not a misprint.

GHETTO BLASTER: With its subtle parody of contemporary radio babble and consistent toe-tapping tunes, *GTA3* was the station of choice.

›AWARDS RESULTS シワミカ/

BIGGEST DISAPPOINTMENT

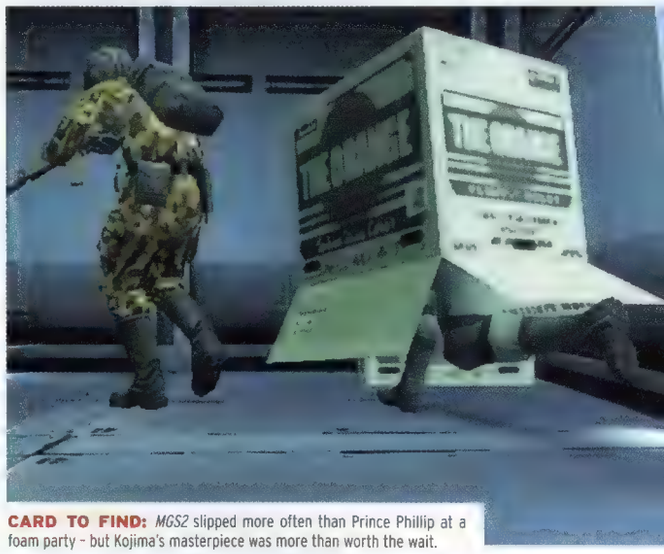
MGS2 DELAYED

VERDICT

There were a lot of cack games to be upset about in 2001, but oddly enough, the biggest problem was the non-appearance of a good 'un. Never mind, eh? Now we're all cuddling up to *MGS2*, it seems like one big, hazy nightmare. Naturally, *The Bouncer*, *International League Soccer*, and – tediously – Xbox scored high.

STRANGEST SUGGESTION

One chap was so incensed by *The Bouncer*, he unconsciously added the words 'f***ing shit!' to the end of his sentence. Other words used in conjunction with Square's epic include 'very crap', 'cat's arse' and 'phrrrt'. We wish we were joking.



CARD TO FIND: *MGS2* slipped more often than Prince Phillip at a foam party – but Kojima's masterpiece was more than worth the wait.

PSM2'S GAMES OF THE YEAR

THE PSM2 TEAM'S PERSONAL FAVOURITE TITLES OF 2001.

DAN

THPS3 is frankly superb – reflex-pinging, tightly designed and shamelessly addictive, but *Pro Evo* nudges it. Konami's game is sheer multi-player perfection – divinely balanced and lovingly crafted, perfectly capturing the highs and lows of real footy. That said, if *Ico* had sneaked out in 2001... jeez, I'm dewy-eyed just thinking about it.

MARCUS

It's a close run between *THPS3*, *Devil May Cry* and *Gran Turismo 3*. But *GT3* skims it. Gutsy, dynamic driving rewarded by astounding graphics and heart-crushing exhilaration. Racers don't come much more tense. Or beautiful. Warm yourself in that sun flare. Yes, it doesn't take a detour off the tried and tested *GT* route, but when a game's this good you just don't care.

JOEL

Ignoring my brief temptation to champion *Capcom vs SNK 2* simply to annoy everyone else, the winner's got to be *SSX Tricky*. *THPS3* almost edges it with the better trick system, but the sheer exhilaration of somersaulting down a hill with Run DMC egging you on is tough to beat. And I'm not normally impressed by DVD extras, but they just made me want to play it until my thumbs gave out.

JONNIE

Best game of 2001? It'd have to be *Half-Life* without a doubt. Months lost to the single-player and then the realisation that both Decay and Deathmatch are just as addictive with mates. Even now, five months into 2002, there's still nothing that can better it.

MILF

GTA3 was the clear highlight of 2001. Far from a flimsy exercise in graphic-flexing, DMA delivered an astonishing go-anywhere, do-anything experience – toying with your morality while delivering sheer guilty exhilaration. After blocking Salvatore's garage with three carefully parked Enforcers and picking him off with a sniper rifle, there was no looking back.

LARA CROFT TOMB RAIDER: THE ANGEL OF DARKNESS

The thrill-seeking toff's on the run from the law. And this time she's wearing a black vest.

PSM2 brought you the first details of Core Design's first PS2 *Tomb Raider* back in September 2000. When taking a cheeky early look at *Herdy Gerdy* and *Project Eden*, we managed to gain access to the 'Next Generation' room – a place where a small team had begun pre-production work on Lara Croft's first PS2 game. We saw Lara in a Matrix-style trenchcoat and shades. We flicked through their sketches of twisted, gothic environments and books on Egypt. We were told that it would be 'episodic' and there'd be a 'closer link with the player's actions and how Lara develops'. We learnt that Lara's next adventure might not even carry the *Tomb Raider* name. We told you all this.

A year-and-a-half on, we've seen the first fruits from the long development. It's still called *Tomb Raider*. And then some. Lara's still jogging around in skin-tight shorts. But look closely and you'll notice a difference. Core want to take you places you might not want to go – over the page you'll find out exactly where and why. The game's not going to be out until the autumn (be ready for the traditional end-of-November slot), but here's your chance to learn the truth according to PSM2...

TOMB RAIDER

"FRAMED FOR MURDER"

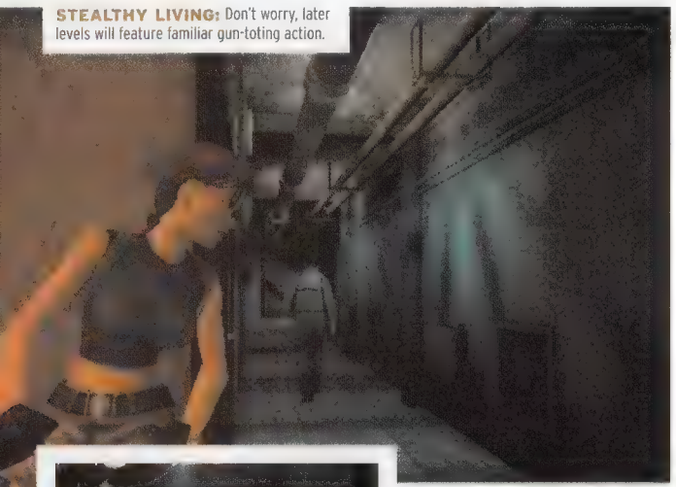
LIGHTS 'AVE YER: It seems Lara will have to avoid the guards' spot beams.

URN YOUR KEEP: Lara's abilities will develop according to your plot choices.

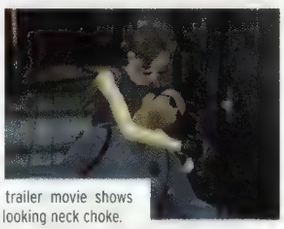
PLOT AND BOTHERED

The events in *The Angel of Darkness* take place some time after *The Last Revelation*. The intervening months/years have been kind to Lara. For a start, she's alive. Bonus. And she's been framed for murder – a simple, yet effective way to give your game that edgy/adult feel, no?

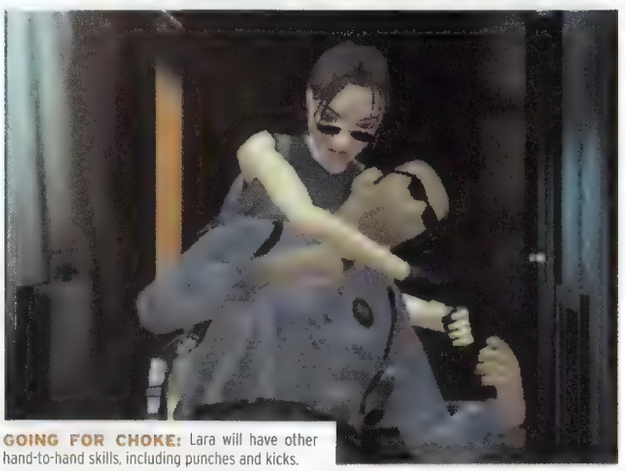
Lara's former mentor Von Croy has been asked by a shadowy figure, Eckhart, to locate one of five 14th Century artworks – the Obscura Paintings. A desperate phone call from Von Croy leads Lara to Paris, where she finds him murdered. Brutally. Needless to say, she ends up prime suspect, and goes on the run.



STEALTHY LIVING: Don't worry, later levels will feature familiar gun-toting action.



SNAP DECISION: The trailer movie shows Lara creeping in for a familiar looking neck choke.



GOING FOR CHOKE: Lara will have other hand-to-hand skills, including punches and kicks.

DON'T WORRY, BE SNAPPY

For the first – and about bloody – time in a *Tomb Raider* game, Lara gets to go hand-to-hand in realtime combat. No more pre-rendered grappling released at the press of a button. Cue slipping behind enemies and popping their necks á la Snake and Ray Reardon in *Metal Gear Solid 2*. Core are quite open about the fact that Lara will need to use stealth in certain situations – and that it's a direct lift from Kojima's classic. But it's not a stealth-based game.

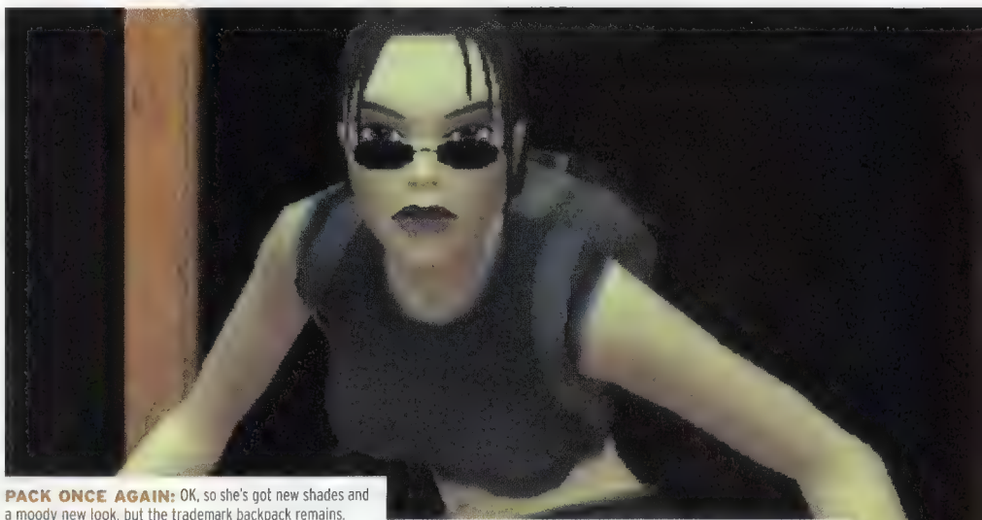
POLY-GUN PACKED

You won't be surprised to hear that *The Angel of Darkness* features a brand new game engine (to be honest, there'd be questions asked if it didn't).

Lara's now made up of ten times the amount of polygons than she's carried around before – just over 5000, compared to the 500 or so used in earlier *Tomb Raider* games. Again, this is PlayStation 2 – a system which shits polygons in its sleep – so that comes as no great surprise. The animation's gorgeous though, and Lara now comes with around 150 different moves – which you'll get to see in the second part of the game.

LIPPY SHAKE: The moodier Lara seems to have taken a leaf from Angelina Jolie's book - including the bee-stung lips.

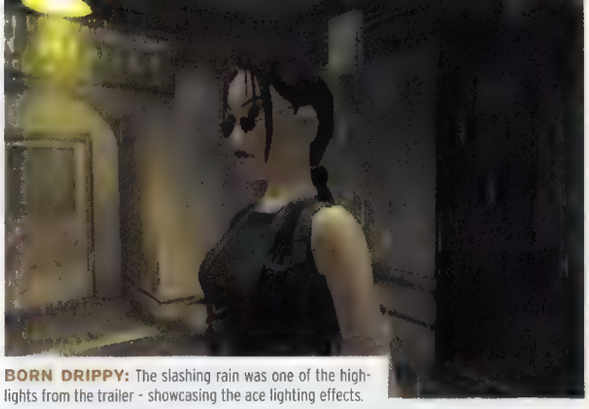
"WE'D LIKE ANALOGUE CONTROL, WE'D LIKE TO PUSH LESS BLOCKS AND WE'D LIKE INTERESTING BOSS BATTLES"



PACK ONCE AGAIN: OK, so she's got new shades and a moody new look, but the trademark backpack remains.

BUDDY HELL

It's in the 'classic' *Tomb Raider* levels in the middle of the game that you'll be doing the majority of travelling the world to exotic locations – and where you meet *The Angel of Darkness'* new character, Kurtis Trent. He's a hardened adventurer who's also on the trail of Eckhardt. As well as 'interacting' with him, you'll also get to play as him in the game's final segment. This section will be HEAVY on the action, with Kurtis packing an impressive four-bladed discus instead of hand-guns. He'll handle similarly to Lara, but it looks like he'll be much more useful in a fight.



BORN DRIPPY: The slashing rain was one of the highlights from the trailer - showcasing the ace lighting effects.

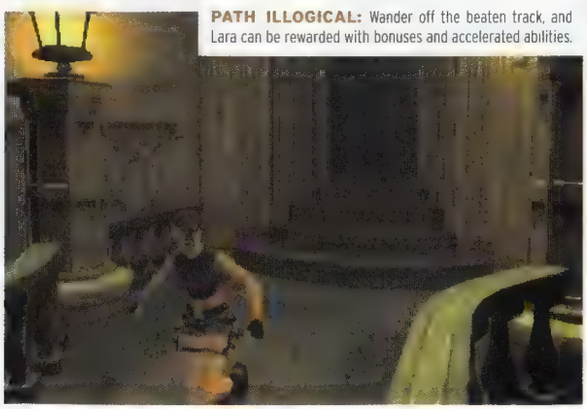
STORM TO BE WILD: The game will move to epic indoor locations - including a lava-lit demonic cavern.

TART OF DARKNESS

One of the ways that Core are able to get across the game's dark themes is in the selection of locations. The game starts off in Paris but, in due course, you'll be whisked off to Prague. "The feel of the game is much darker than we've produced in the past," Core's Adrian Smith told PSM2. "This is due to the situation that Lara finds herself in during the game and also the way the story progresses as you play the game. Lara's character hasn't changed much. It's still a similar Lara to the past game, but what has changed is how she will have to behave in this new situation.

"The mood will be created by the environments which we have chosen, as there is a mixture of seedy parts of Paris crossed with areas where you're never quite sure what's going to happen to you."

"LET'S JUST HOPE THE EXPERIENCE SYSTEM'S INTUITIVE, NOT INTRUSIVE"



PATH ILLOGICAL: Wander off the beaten track, and Lara can be rewarded with bonuses and accelerated abilities.

BLAME IT ON TRIO

"This is a more complex tale, which will ask more complex questions of the player," says Adrian Smith. More complex than shooting a tiger dead in the face? That still remains to be seen, but at least Core are trying something different – snapping *The Angel of Darkness* into three distinct parts, like some freakish triple-fingered Kit Kat. Each will have its own unique style of play, with 'traditional' *Tomb Raider* 'lost city' action forming just the middle section. There'll also be RPG-lite elements. Lara'll have a skill-set rating, and there'll be different ways to approach situations – with 'special move' rewards. Everyone will get the chance to pick up these Specials (improved jump, speed etc.), but you'll pick 'em up quicker if you're smarter..

PSM2 SAYS

PSM2's resident evils, Dan and Joel, were among the first people invited to see genuine gameplay extracts from the new game. Here they deliver the unbiased, truly independent view that only PSM2 readers seem to demand.

DAN ON...

FIRST REACTIONS:

WHAT HE FEELS NOW:

THE NEW FEATURES:

THE THREE-WAY SPLIT:

THE DARK THEMES:

STUFF THAT NEEDS TO BE SAID:

JOEL ON...

FIRST REACTIONS:

WHAT HE FEELS NOW:

"YOU'VE GOT THE FREEDOM TO INNOVATE AND SILENCE THE NAYSAYERS, CORE..."

THE NEW FEATURES:

THE THREE-WAY SPLIT:

THE DARK THEMES:

STUFF THAT NEEDS TO BE SAID:

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

OUT JAPAN now OUT UK TBC

TEKKEN 4

"IT DOESN'T JUST FULFIL EXPECTATIONS - IT SHATTERS THEM"

INFO

- **CODE TESTED** NTSC
- **DEVELOPER** Namco
- **PUBLISHER** Namco
- **GAME TYPE** Fighting
- **PRICE** ¥6,800
- **EXTRAS** 1-2 Player, Memory Card, DualShock 2

DETAILS

- 22 characters. Although several are practically identical.
- Story, Time Attack, Survival, Training, Practice, Team Battle and Force Assault modes.
- Prologues and epilogues for each character.
- 12 stages.

One or two of the endings are impenetrable, and there's no English command list. But a bit of experimentation should sort that out.

Forget dinosaurs, super-deformed characters and Galaga – the King of Iron Fist's back with only one thing on its mind...

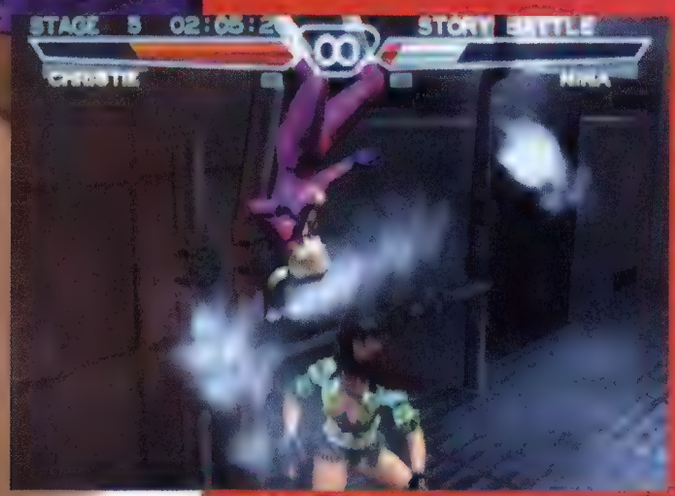
BOXING FOR BRITAIN: Joel Snape

You won't find these fighters down the skittle ally. You won't see them stomping on twitchy geriatrics or miniature dinosaurs. And you *certainly* won't see them forming cosy little partnerships. *Tekken Tag* strayed from the path, *Tekken 3* went a bit overboard on the comedy – but part four's different. It's *Tekken* back in fighting form, trimmed of flab and packed with muscle. The stage is set for an Ali-style comeback – but it's been a while. Has the former champ spent too long in the wilderness?

For starters, the roster's undergone a ruthless cull. Bruce, Wang and Jack have been abandoned, comedy favourites Roger and Alex are out, and most copycat characters (Anna, say) have gone from the leaner lineup. No fighting style's been *completely* ditched – there's still a whisper of Jack's no-nonsense approach in Kuma's brutality, for instance – but there's something heartbreaking about knowing you'll never humiliate an opponent with Ganryu's Kabuki Dance again.

Also brave – but contentious – is Namco's decision to completely change Jin's moves. Betrayed by Heihachi, he's now renounced the Mishima style in favour of traditional karate. It's a stiffer, yet subtler approach – watch for him flicking out a fake left kick, then suddenly switching to a devastating roundhouse right. Extensive winning streaks suggest that he's harder than ever before – without being honed over several sequels, some of his moves are almost *too* powerful.

Elsewhere, the changes are more haphazard. Bryan's got a new set of rapid-fire combos, but Lei's virtually unchanged. Juggle possibilities have been toned down, and unfair moves – like Law's double crescent kick – do less damage. ▶



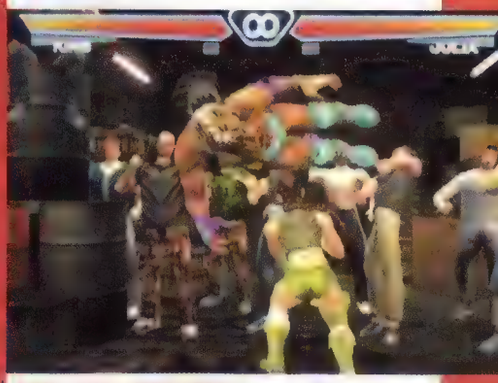
PIPE FOR A BEATING: Christie sends Nina crashing into the wall and breaks a steam pipe for a lovely hissing effect. Excellent.

PILLARS IN THE FIST: Hit the background scenery enough and it shatters. Just not very convincingly, that's all...

ANOTHER KICK IN THE WALL

Walls – scenic menace or immobile ally? In the case of *Tekken*, it's a bit of both – although you're potentially stuffed if you get completely cornered, the position change, wall flip and wall tech moves give you a decent chance of reversing most situations. Though there's none of *Dead or Alive 2*'s area-traversing overkill, the effects are equally impressive. Dodge Jin's Laser Cannon while you're standing near a pillar, say, and he'll shatter it – do the same in the Underground and he'll deck the hapless bystanders. In a beat-em-up first, even the *ceilings* play a vital role – launch someone into the lab roof with Yoshi's Kangaroo Kick, and you'll mess up your own juggle timing as well as their face.

THE WALL GUY: Battering an opponent into the wall does extra damage and reduces their chance to counter...



KING THE MERCILESS: Julia sidesteps - leaving a bystander to take it on the chin and spit teeth. Ooch.

MR FLIP LING: The more acrobatic characters can do the classic run-up-the-wall-and-jump-over-their-head trick.

TEKKEN 4 VS VIRTUA FIGHTER 4

Apart from the camp dancing ones in West Side Story, turf wars are an ugly thing. Two noble franchises, head to head, bloodied knuckle to shattered jaw – that's no fun at all, is it? Sadly, it's the only way to settle the grudge between Namco stalwart and Sega pretender. But who stands victorious, and who gets mashed up like Jared 'babyface' Leto? Seconds out, as team PSM2 hoot from the sidelines...

STORY

Look... wait... no, hang on – just *listen*. Please. We *know* it's all about the fighting, but isn't it a whisper more satisfying when you're booting someone's kneecaps off for a reason? And frankly, some tat about the Judgement 6 corporation doesn't cut it next to *Tekken*'s artful cut-scenes and involved plotting.

LOOKS

Take two practically identical stages, four uncannily similar fighters, put them side by side, and – well, clearly *VF4* absolutely stomps *Tekken* in the light-sourcing area. The animation's a closer run thing, but *Fighter*'s got some amazingly subtle touches.

FIGHTERS

Discounting exact doubles, *VF4* has a mere 14 compared to *Tekken*'s back-to-basics 19. And, on the 'no-one-cares-about-them-anyway' scale, Jeffry and Wolf badly let the side down against Kuma and Combot.

MOVES

The hardest-fought round yet – but in the end, only three of *Tekken*'s characters offer anything new. *VF4*'s Lei-Fei offers a swathe of stance-shifting possibilities, Vanessa's auto-countering's a lovely touch, and Shun-Di is unassailably cool.

BACKGROUNDS

Fish and birds in the background, sand and leaves underfoot - *VF4*'s are undeniably prettier, and feel more 'connected' thanks to better light-sourcing. Still, *Tekken*'s are integral to the new, fast-paced feel – and we'll take function over style any time.

EXTRAS

Well, if you fancy slapping a pair of shades on Shun Di and training him up like a drunken Tamagotchi, that's fine – in the long term. But it's hard to dispute the short term thrill of kicking seven thousand Mishima troopers in the face in the limited – but heavenly – Force mode.

THE JUDGES' DECISION

Well, *Tekken*, but... ah, see, you're going to hate us for this, but... they're different games. *Tekken 4*'s all about story and style, healthy aggression mixed with the sense that you're part of an epic struggle. *VF4*'s less instantly engrossing, but arguably more rewarding in the long term. *Tekken*'s all about offence and punching people into inanimate objects – *VF4*'s about defence and countering. If you could hand over a wedge of fivers for either *right now*... we'd recommend *Tekken*. But September/October/November/*whenever* is still a long way off – get *VF4* in for the wait.

EDDIE TO GO: Hit the pillar and flecks of concrete fly - until it eventually shatters. You can't damage the car, though.

LEGENDS OF THE BRAWL

Is Steve Nina's son? Will Bryan side with Dr Boskonovitch? Can Jin resist the devil gene? Get ready for more rabid fanboy speculation, thanks to *Tekken 4*'s endings. A return to form after *Tag Tournament*'s lacklustre game-engine efforts, they're stylish, dramatic and funny by turns, intertwining to build on the soap opera lifestyle of the Mishima Zaibatsu.

I FOUGHT THE LAW: Marshall gets a Way of the Dragon-inspired ending. Funny...

CHAIN REACTION: The Kazuya/Heihachi saga takes another ugly turn, natch.

PIED SNIPER: Nina, Steve and Lei all have variations on the same ending. Clever.

▶ Of course, it helps that the fighters seem so *real*. Every character's got at least one outfit taking advantage of the improved floaty cloth movement. King's tassles rustle in the breeze, Paul's fringe sways as he takes a kick, and Jin's hood actually flops down during a fight.

The ladies, typically, eschew practicality in favour of smut, with Xiaoyu in a feather-light pink dress and Nina bulging out of a strappy leather number. Not worried about *DOA2*, are we, Namco? *Hmm*? The jaggies that famously plagued *Tag* have been eliminated, and though the light-sourcing's a touch off at times, it's an undeniably beautiful game nonetheless.

Rather than magically recover between rounds, fighters struggle back to their feet, kick the ground in frustration and signal that they're ready to go on. It's a simple touch that makes the 'story' – more of which later – seem more plausible. It also emphasises one of the best new touches – the stages.

These aren't infinitely long film sets – they're real environments with limitations and pitfalls. In the Shinjuku Mall stage, water ripples underfoot, pedestrians sprint for cover and columns shatter under misplaced fists.

Echoing sound effects give an almost tangible sense of space, with lighting and smoke adding to the atmosphere. In contrast to the almost serene jungle level, being surrounded by the sweaty, braying Underground mob feels genuinely claustrophobic. And then you hit a wall.

Certain to be the most contentious new feature in *Tekken 4* is the inclusion of limited stages. Leaping astride the same bandwagon as *DOA2* and *VF4*, Namco have included areas full of obstacles. Walls and railings – even palm trees and phoneboxes – become lethal hazards. This works fine in flat, regular environments like the shopping mall – but seeing Ling clang off an invisible barrier two feet from the nearest onlooker shatters your suspension of disbelief like a Deathfist to the jaw. Where *DOA2* succeeds in putting straight, well-defined boundaries on natural environments, *Tekken* just squares off the round bits. This only adds to the initial frustration of the new system as you get cornered and pummelled with wearying predictability.

Positional awareness is crucial. First, there's the pre-fight tussle for space – in *DOA2* style, you can sidestep, move in or even hop in the "Round one... fight" pause. In place of the ◻+⊗ throw, every character's got a position change similar to King's Irish Whip – handy for ambushing opponents, especially if they've got you trapped. 3D movement's given a heavier emphasis, too – backwards jumps and the neutral crouch have been abandoned in favour of a quicker sidestep system. Retreat is futile – aggression is rewarded. This is the most brutal King of Iron Fist ever. Bring on the fighters...

Bad things first – Eddie Gordo replacement Christie was promising, but below her purple sequinned exterior she's the same old button-masher's delight with two new victory poses and a few different throws. One of her alternative outfits even turns out to be... Eddie Gordo. Pah. ▶

INSIGHT

■ Complete Time Attack, Survival, Force, or Training mode, then hold down ◻ + Ⓐ and press ↑ + → on the control pad. You'll be given a code to submit to Namco Japan's *Tekken 4* webpage to see how you rank against the rest of the world. The address? Why yes, it's http://www.namco.co.jp/home/cs/ps2/tekken4/ranking/index.html. Um, got that?

"NEARLY EVERYONE'S SPLIT UP WITH THEIR GIRLFRIEND, LOST THEIR BUSINESS OR BECOME AN ALCOHOLIC SINCE THE LAST TOURNAMENT"

COVER GAME

PSM2 TAKES APART A PREMIER PLAYSTATION 2 TITLE FOR YOUR EXCLUSIVE PLEASURE...

TEKKEN 'EM BY FORCE

Bowling? Beach volleyball? Sod that. Tekken Force mode returns: slicker, meaner and more relentless for part four.

The enemies – though still faceless Mishima Zaibatsu flunkies – come in recognisable types. The steroid-bloated sergeants use Craig and King's brutal, no-nonsense techniques, the Ninja Squad do perfectly synchronised somersaults, and the Kazuya Cultists float eerily out of range during the spooky corridor section.

Wall moves become a vital escape tool, the boss battles are suitably desperate and there's even the odd flash of Namco humour – look out for guards birdwatching or giving each other massages. It still only lasts 15 minutes, of course, but that's about ten minutes more fun than you'd get out of *The Bouncer*...

JUNGLE BOOGIE: Now bosses come with a retinue of goons - but knock them out and their backup scarpers.

CHICKEN TO FIGHT: Watch out for comedy mercenaries called Gerald and Egbert - and the classic chickeny foodstuffs.

HAND SOLO: Collecting 'Charge' vials powers up your mitts for extra damage - and causes a bit of slowdown.

▶Steve's the obvious new choice. Being a boxer, he doesn't have any standing kicks – instead, ⊗ and ◎ produce a combination of sways. In the hands of an expert, he floats tantalisingly out of reach – evading combos rather than blocking them – before finally putting the hammer down in a flurry of gloves and pain. He's a frikking nightmare to lay a mitt on, which just makes giving him that decisive boot in the sweetmeats all the more satisfying.

Unappealing, but brutally effective, Craig's the epitome of the new *Tekken* style. Play a defensive game against him, and you're doomed, as he'll simply pummel you into a corner, sit on you and punch you in the brain until you die. His low-slung Vale Tudo stance and huge throw range make him the stuff of prison-shower nightmares. Oof.

One area where Namco haven't skimped is the traditionally exhaustive set of extra play modes. The obvious choice is Story, where hand-painted art and spruced up real-time cut-scenes add spice to the three-round tussles. It turns out that nearly everyone in the tournament's split up with their girlfriend, lost their business or become an alcoholic since the last tournament – but instead of counselling, they've all sensibly turned to the Tyler Durden confidence-building programme. Clever comment on the self-destructive futility of violence, or simply team Namco having a laugh? Who cares? Onward – to the mighty Force Assault...

Make no mistake – this is how scrolling beat-em-ups should always be done. Legions of bad guys, screen-clearing special moves, scenery to break and completely improbable foodstuffs lying about on the floor. With Kazuya, it's quarter of an hour of relentless destruction – but with Lei, it's genuinely like being in a Jackie Chan film. See that wallflip, did you, Squaresoft? Good.

First obvious question – do you need *Tekken 4*? Ye-es. It's not enormously groundbreaking – but then, it's a polished, slick, 'proper' sequel to

THE INCREDIBLE NEW CREW

Steve and Craig are completely new, Christie's new but old at the same time, Jin's old but sort of new... and then there's Miharu. Confused? Tough – that doesn't even take into account the kind of fashion choices on show in *Tekken 4* that make Kylie's gold hot pants look like sensible winter wear. Observe.

ALL ABOUT STEVE: A bit of shuffling, a lot of dodging, a final, explosive beating. That's our Steve, PSM2's shed-hard cover star

CRAIG SHARLY: Merciless, relentless and very, very angry. A bit like Duncan, only taller. And with slightly more hair.

JIN 'N' TONIC: The youngster who graces the *Tekken Tag Tournament* box gets a new range of moves - including some seriously cool fakes. Old man Heihachi's going to be gutted.

COMBOT TO WHAT YOU KNOW: The 'he-could-be-anyone' character. Strictly for showoffs.

PLAY CHRISTY FOR ME: At our count, the Brazilian beauty's about two punches and a throw different from Eddie.

SCHOOL RUNNINGS: Miharu's exactly the same as her classmate Ling - press ◎ at the select screen to unlock her.

VIOLET TENDENCIES: Violet's actually Lee, clad in purple and fronting for a spooky robotics firm. Clever.

MARDUK, SHE WROTE: Nina's opted for a sensible outfit - and one of the few throws that doesn't 'clip' through an opponent.

BUT TO PINCH: Press RK then LK, and Steve does a vicious dodge-hook combo. Ideal for over-aggressive opponents.

"IT'S A POLISHED, SLICK, 'PROPER' SEQUEL TO ONE OF THE GREATEST FIGHTING GAMES EVER"

one of the greatest fighting games ever. If you've got PS2-owning mates, read that last 'ye-es' as a firmer 'Yes. Definitely.' However good you think you are, beating an average Paul pitbull with Ling's always going to test your skills.

Second obvious question – is it better than *VF4*? Well, we've dealt with that already. Come back when you're finished.

Third, slightly less obvious question – is it enough to reverse the stagnation of the genre in the eyes of cynical types? Tricky.

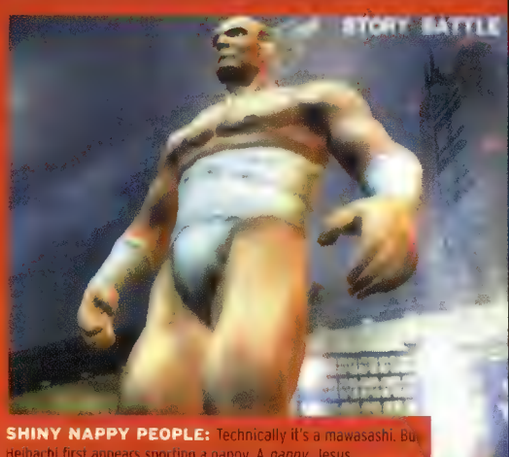
There'll be some people out there who haven't *really* played *Tekken* since its first installment on PSone. Inevitably, they'll be put off by the near-vertical learning curve involved – and it's hard to blame them. There's a lot to catch up on, and moves that demand you memorise the correct counter or be annihilated – like Craig's Vale Tudo Mount – don't do anything to diminish *Tekken*'s rep as strictly for the hardcore.

But if you've ever wanted to get into it, now's the time to take the plunge. Even experts have a new array of techniques to master – walls, Steve, Craig and Jin should keep us busy for a good few months. Get a copy in now, get practising, and you'll be an unholy terror come the UK launch. We're already three 10-hit combos and a tackle-reverse ahead of you. **PSM2**

Tekken 4's available in Japan now. Sony's control of the VF4 and Soul Calibur licences mean that it won't hit the UK until late 2002

INSIGHT

Pay attention while you're giving the Mishima forces a shoeing and you'll notice that one of them's called Dean Earwicker – the original name of Steve Fox.



SHINY NAPPY PEOPLE: Technically it's a mawasashi. But Heihachi first appears sporting a nappy. A *nappy* Jesus

SPLASH GORDON: The water looks a bit clean for the jungle – but reacts beautifully to concerted powerbombing.

FIGHTER'S CHOICE

1 **TEKKEN 4**
The king is back - ideal for casual violence and committed mastery

2 **VIRTUA FIGHTER 4**
Long-term commitment's rewarded, but short-term play's just as much fun. And Shun-Di's great.

3 **DEAD OR ALIVE 2**
Now out on Platinum - a decent buy if all you want's a quick kickabout with mates.

PSM2 VERDICT

GAMEPLAY
+ Hard to fault in the hands of two decently matched players
- Even the Ultra Hard AI's vulnerable to simple tricks

GRAPHICS
+ Smooth animation, realistic cloth, detailed scenery. Excellent
- Characters *occasionally* feel disconnected from backdrops

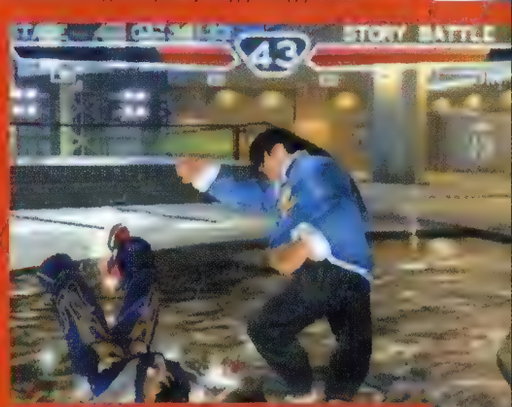
SOUND
+ Good sound effects, *great* music in the comic strip bits
- The voices – with the possible exception of Law's – are terrible

LIFESPAN
+ Almost limitless with multiple players. Force mode helps, too. Getting every character's endings takes about two hours.

OVERALL
A leaner, more vicious *Tekken* for a competitive age – surprising how much two new characters add to an already classy game.

90

FIST OF FUN



WET 'N' TILED: The mall's full of eye-teasing effects. Throw him in the ornamental fountain! Kick him down the marbled stairs!

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PSM2

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ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!
トクセンジョウホウ

THE GREATEST GAMES SHOW ON EARTH IS JUST A FEW WEEKS AWAY. TIME TO GO TO WORK...

JONNIE

Yep, it's time to work off some desk-bound flab by limping repeatedly across 87,000 square feet of floor space, screaming at developers and dodging Yanks in Crapolasoft T-shirts. The reason for this self-inflicted torture? Yet another E3.

For those of you who have no idea what this global event of games showmanship entails, think heaven and hell all rolled into one. It's the one time where journalists, developers and PRs from around the world shuffle together and let out collective gasps of wonderment or sniffs of disdain at thousands of up-coming titles.

Recognised names like *Hawk's* and *DMC* will roll out their sequels, Hard Drive revelations we've waited months for will be announced, and a slew of '*Halo*-beaters' will materialise behind closed doors. But, there'll still be a few block-shocking jolts lurking in the wings. A new platformer from Insomniac – the guys who created *Spyro*, the arrival of Criterion's much-touted sciffy shooter, and news on what Rare – the makers of *Perfect Dark* – have planned for Sony's console. It's all going to be kicking off here over the next two months, so don't be a stranger now... **PSM2**

PSM2'S MANIFESTO

PSM2's PREVIEWS ARE: Packed with the best shots taken from the most exciting PlayStation 2 games currently in development. They give you all the crucial details you demand and direct you towards the key features of the game which we think will make a difference. We'll also bring you our hands-on verdict for every new game – giving you unrivalled insight into how the game's *really* shaping up (there's no press release-style waffle here...).

PSM2's PREVIEWS AREN'T: Simply dull, badly written back-story summaries for third-rate titles you really don't need to know about.

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EXPECTED UK MAY

SPIDER-MAN THE MOVIE

Heads up, true believers – your friendly, neighbourhood wall-crawler's getting a CG makeover for PS2. Get your senses tingling over the page...

SEEN the trailer? Of course you have – every multiplex in the country's been crowbarring it onto the start of any film involving punching, Tobey Maguire, or Americans. You'll buckle under the pressure sooner or later.

Thankfully, gone are the days of a bloke crawling along the floor next to an oddly-angled camera – now it's all about breath-snatching CGI and stuntmen on bungee ropes. *Spider-Man: The Movie* should be the stuff of fanboy dreams – and, combined with a game engine that's already seen two successful PSone outings, could shake off the double curse of a comic/superhero licence.

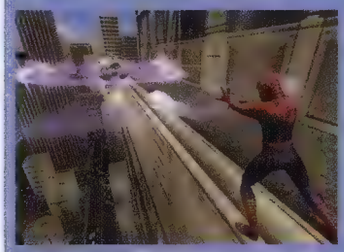
Developers Neversoft have handed the reins over to Treyarch, the guys also working on the forthcoming

SPINS A WEB, ANY SIZE

1

LEG AND A SWING:

STICKY SITUATION:

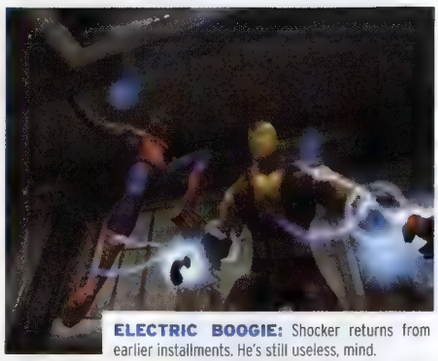


MR THWIPPY:

BULLET CRIME:

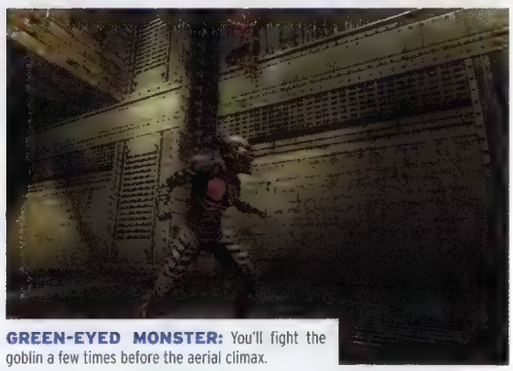
CATCHES THIEVES, JUST LIKE FLIES

2 **Though the game loosely follows the plot of the film, fighting a pumpkin-lobbing Willam Dafoe at the end of every level wouldn't be much fun, so Activision have included bosses from the comics. Shocker and Scorpion have appeared in previous games, but Vulture and Goblin are making their first PlayStation appearances. Don't be too surprised if Rhino makes an appearance, too...**



ELECTRIC BOOGIE: Shocker returns from earlier installments. He's still useless, mind.

STICK ASTLEY: Hand-to-hand combat shows a stronger emphasis on defence and countering.



GREEN-EYED MONSTER: You'll fight the goblin a few times before the aerial climax.

Minority Report. They've left the basics of the web-slinging system unchanged, but – in line with the film – the aerial combat's undergone dramatic improvements.

First up – the zip-line. Tap R1, and Spidey fires a straight line of web fluid in the direction he's facing, then instantly reels himself onto whatever it hits. Clicking R3 brings up a sight for improved aiming and, sensibly, there're no virtually no limitations on where it'll stick – unlike Batman's texture-specific grappling hook – making each level a sprawling mess of tactical possibilities. After the painstaking judgement required in, say, *Maximo*, it's tremendously liberating to fling yourself around like an electric pinball, certain that a mere button tap's enough to avert a fatal plummet. As ever, L2 prompts an upward squirt of spider-glue and a swing, but now Spidey can change direction, kick or fire as he swoops. Helpful against the mooks but essential during boss battles, it's closer to the overkill of comic-book tussles than anything we've ever seen. In the stealthier sections, the new web-dangle comes into play, enabling you to lower yourself from the ceiling. Each new combination of moves is a revelation, inviting repeated goes – we're especially fond of the perch-on-shoulders-and-play-bongos-on head routine.

"CLOSER TO THE OVERKILL OF COMIC-BOOK TUSSLES THAN ANYTHING WE'VE EVER SEEN"

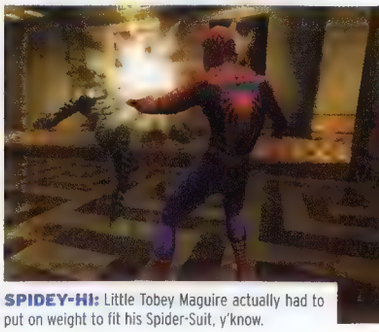
In another reversal of the traditional film-licence route – think *Die Hard Trilogy* – the likenesses and voices of the 'real' cast all appear. Kirsten Dunst looks pretty, Tobey Maguire chirps one-liners and William Dafoe acts mad. Even the traditional mission flyover's consistent with the film's style – a quick tingle from the old spider-sense, a swooshy ripple effect, and you're being led through your objectives in a believable manner. The tingling also comes in dead handy for highlighting off-screen threats – although a combination of L2 and the right Analogue stick *should* ensure that the camera angles never get *too* confusing.

The only sticking point at the moment's the difficulty level – some goons can spot you wherever you are, and hunt you down with relentless accuracy. In other levels, you're expected to protect some of the most lunk-headed, brittle-boned hostages we've ever seen – and punished by fist-poundingly sparse restart points when you can't. This, more than anything, needs sorting out before the release – we're hoping it isn't a lazy way of extending limited play time.

Treyarch're lucky to have a solid game system in place for a promising movie licence, but they've also done a great job of following the film's plot where it suits them and ignoring it where it doesn't – gameplay is top priority here. With a few cheeky extras – Spidey's Venom costume, perhaps? – as reward for finding secrets, it's certain to appeal to comic fans and casual gamers alike. PSM2

Cunningly enough, Spider-Man's release should coincide almost exactly with the film. .

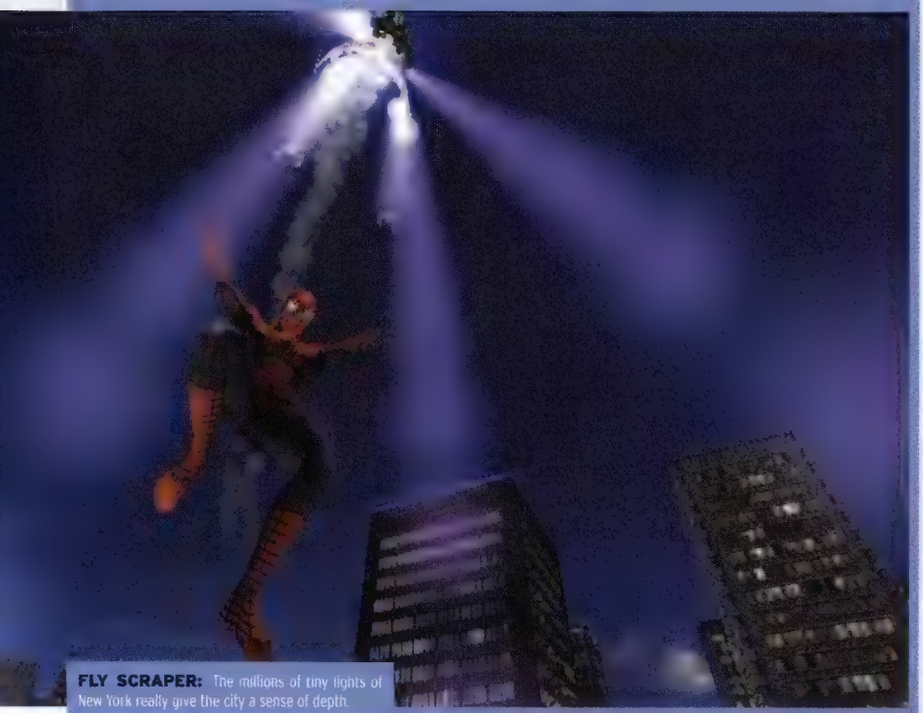
PSM2 FIRST PLAY



SPIDEY-HI: Little Tobey Maguire actually had to put on weight to fit his Spider-Suit, y'know.

IN THE CHILL OF THE NIGHT...

3 [illegible] they're *enormous* – huge, sweeping vistas twinkling with streetlights and flooded with moving traffic. There's none of that [illegible] but [illegible] course, there's still no logical way that Spidey's webbing could be attached to anything, but that's all part of the fun...



FLY SCRAPER: The millions of tiny lights of New York really give the city a sense of depth.

KING OF THE SWINGERS: Some levels involve carrying hostages to safety.

PUMPKIN FLY: It's rare to see the goblin this close - he's usually a pumpkin-flinging blip.

FALLING DOWN: Drop below a certain point and you die - but a tap of R2 should avert disaster.

AT THE SCENE OF THE CRIME

4 Stealth. Once the preserve of games about ninjas and commandos, now a vital component of *any* self-respecting action-adventure. Your friendly neighbourhood wall-crawler's better at it than most, thanks to the fact that he can stick to the ceiling, well away from prying eyes – or make a swift position change to turn the tables on his adversaries. Observe...

KEEP BRITAIN SPIDEY: 'But what's the web attached *to*?' Some people just *have* to be awkward.

SWINGLE WHITE FEMALE: A quick web-detach, a cheeky swing and you're ready to pounce.

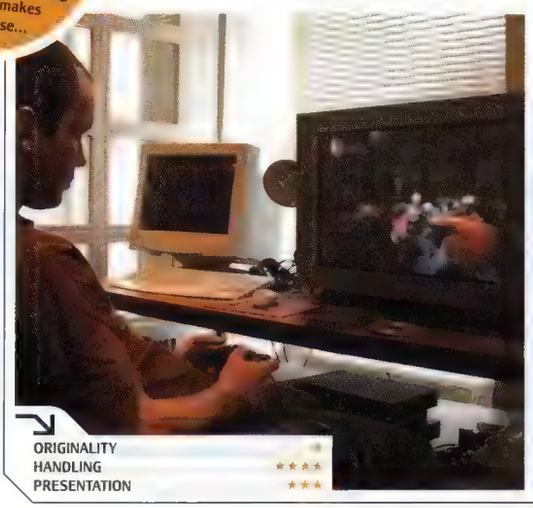
HANDS-ON VERDICT

5 **Thwip, thwip, thwack, thud – though they're bewildering at first, a bit of practice on Spidey's array of skills yields satisfying results. After a painful few goes slugging it out with hoodlums, it's tremendously liberating to realise that you can simply scoot past them with a quick tap of ○. Traversing huge spaces takes mere moments. If there's a problem, it's that the improved graphics mask gameplay almost identical to the PSone game's. Where's the option to pull levers or make impromptu tripwires with your webbing?**

You'll love it because...
You *are* Spider-Man.

You'll hate it because...
Multiple identical goons are *so* PSone. Apart from *Max Payne*, of course.

DVD ACTION
Spider-Man swings into action on next month's DVD, which is packed with in-game footage. You know it makes Spidey-sense...



ORIGINALITY ★★★★
HANDLING ★★★★
PRESENTATION ★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES
- Six bosses
- Expanded aerial combat system.
- Art Gallery, Movies and Storyboards to unlock.
- Bonus costumes and other secrets.

WHERE IT'S AT...
- The code we're playing needs optimising, but even at this stage it's about 70 percent complete.

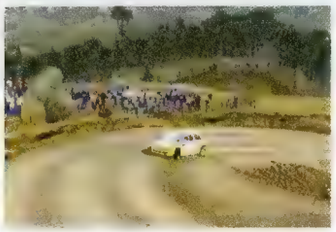
COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK JUNE

SLEET RALLY HIGH: Car set-up is incredibly responsive - so adjust carefully for the snow.

TWILIGHT ZOOM: The weather's not truly dynamic - but expect some spookily lit evening racing.



CROWDED JUDGEMENT: Take care on tight bends - onlookers are prone to wander on the track.

PEAK PERFORMANCE

1 ***V-Rally 3*'s one of the first games to make use of Sony's PS2 performance analyser – setting the tone for forthcoming second-gen titles. The action's ultra-crisp, polygon-heavy and drawn over a virtual mile into the horizon. But more than anything, it looks flippin' gorgeous.**

V-RALLY 3

Another rally game's powersliding into view! But – get this – this one's actually looking rather good, with some of the smartest racing dynamics on yet seen on PS2. And suicidal elephants.

FRENCHMEN, eh? Terribly cocky at times. According to Eden Studios' deceptively charming MD Stephane Baudet, Sony's *World Rally Championship* doesn't cut the mustard. "It's an arcade game. It's not deep and the difficulty's weird. In terms of graphical details and car physics, it doesn't compare to us."

Not only will *V-Rally 3* feature some of the most intricate, methodically researched commentary of any rally game – recorded by Alistair McRae's co-driver David Senior – you can expect a torrent of insults if your driving falls below par. More disturbingly, wildlife – like the Kenyan elephants – will occasionally stumble onto the course, threatening more than your vanity.

The attention to detail is boggling. Each car has more than 300 parameters, from individual tyre pressure to suspension stiffness, allowing gamers to tweak their car to match conditions. Cars are made up of 15,000 polygons – compared to *GT3*'s 7,000 – with fully deformable bumpers, windscreens and panels. Heck, you can even see your name on the number plate.

The coup de maitre is the V-Rally mode – a top-secret Career option. Baudet wouldn't be drawn on details, but suffice to say, you'll be making key decisions outside the driving itself. We're confidently predicting a lifestyle/travel element akin to Codemasters' work on *TOCA Race Driver*.

Even without an official licence, *V-Rally 3*'s shaping up into the definitive rally sim. Hopefully, the absence of split-screen racing won't prove a confidence too far. **PSM2**

V-Rally 3's revving its engines for a June release.

DVD ACTION

Look out for turbo-charged, mud-splattering in-game footage on next issue's DVD. We're too good to you, really we are.

"EVEN WITHOUT AN OFFICIAL LICENCE, *V-RALLY* IS SHAPING UP INTO THE DEFINITIVE RALLY SIM"

TAKEN AS RED: Despite the absence of an official WRC licence, the car models are painstakingly accurate.

HANDS-ON VERDICT

2 **To be quite honest, and we're trying to be understanding here, the prospect of another rally game makes some of us want to jam our hands in toasters and gently club ourselves to sleep. But – and this is crucial – *V-Rally 3*'s looking sharp enough to jolt the most reluctant Sunday driver out of their complacency. While not immediately obvious, the scenery stretches achingly into the horizon – shaming the mighty *WRC* – with some gorgeous chunky mud flakes and now obligatory cornea-shrivelling sun flare. The car damage sets new standards, while the handling's suitably responsive – *Ridge Racer* fans will be bundling off cliffs like extras from The Italian Job. Thing is, while it's shaping up like PS2's premier rally game, we can't detect anything *truly* revelatory for non-fans. Hopefully, the yet-to-be-revealed V-Rally mode will provide sufficient lure.**

You'll love it because...
You want graphically lush, ultra-realistic rallying.

You'll hate it because...
You're sick of muddy racing games. You want fresh experiences.

ORIGINALITY	★★
HANDLING	★★★★
PRESENTATION	★★★★

V-RALLY

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

SPORT SPORT SPORT SPORT SPORT SPORT

The No.1 commentary team

EURO-SHOCKER

MANAGER ANNOUNCES SQUAD FROM LINE UP OF 17,000 PLAYERS

With 17,000 players from 722 clubs spanning 16 divisions, managers agree that choosing this seasons team is like shooting fish in a barrel.

"Gone are the school playground days when selecting your team meant you had a chance of being left with only 'fatty two chops' to go in goal." Stated one elite manager in an exclusive interview. "It doesn't matter that the French national team are all based in North London, with *LMA Manager 2002* 'you still have another 28 countries to choose your team from." With a gene pool like this to use, this season is guaranteed to be a stunner.

TYSON TO FIGHT IN UK

Mike Tyson's press office confirmed that over the coming weeks, Iron Mike is to stand up and challenge 15 of the world's greatest heavyweight boxers - on PlayStation 2 and Xbox.

Be Tyson or beat Tyson? Either way it'll be brutally bloody boxing.

Turn to Page 81, Col 4

CHAIRMAN IS "MY BEST MATE" CLAIMS MANAGER

In an unprecedented show of unity last night, flame-haired Harry 'Red' Lester came out in praise of his new Club's Chairman. "I should have seen it coming, receiving a vote of confidence from my last Club, then getting axed not seven days later. Sick as a parrot I was, but 24 hours after that, this champion Chairman picks up my contract - now I'm over the moon, he's my best mate."

In reference to Lester's selection to his new Club, the Chairman says, "at the end of the day, the Board is convinced of Harry's European steel. Last season was a game of two halves for him, after losing so many players to the lure of the lira. Since coming to us he's really gone out there to do a job and grind out a result."

In the days since signing on the dotted line with his new Club, Harry Lester has been strangling the transfer kitty to bring new blood in from across the entire transfer market - with six Euro divisions and 17,000 players to choose from, he's in for a real roller coaster ride.

In the words of his new boss, "Harry's already bringing home the bacon and making our Club a force to be reckoned with. It certainly looks as though 'Red' Lester is shaping up to be a real big European cheese."

LMA Manager 2002 out 19th April

17,000 players, 722 clubs, 28 countries and just one manager - you!

Making 4-4-2 as easy as 1-2-3

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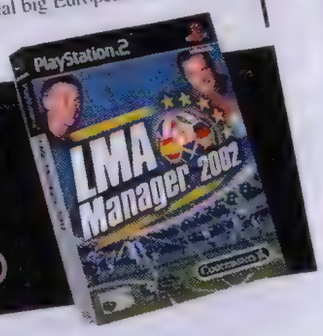
Codemasters GENIUS AT PLAY

PlayStation.2



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GET STUFFED

1 Every level is so densely packed with things to wrap yourself around that it's a major effort to move onto another level. And, even when you're convinced you've conquered it all, when all the secrets have been located and all the objectives achieved, there's still the odd surprise – like jumping all the hidden gaps on a level – that'll have you freewheelin' back for another replay.

SUGAR SNAPS: Getting a decent shot out of the various cameras takes real dedication.

SO KAGY: As with *Tony*, different riders make for a broader range of styles to master.

EXPECTED UK JUNE

MAT HOFFMAN'S PRO BMX 2

The Hoffmeister's almost here – diddy Dave Mirra must be quaking in his cargo pants. But can the magic of *Tony Hawk's* rub off on Activision's new hope?

PSM2 FIRST PLAY

TO HELL with middle-aged men taking the high ground on their well sprung mountain bikes, BMX is, and always has been about the street. It's a black eyed, boys own adventure of snapped wrists and scraped knees.

Dave Mirra's already shown us that it can make for a damn fine game, but what can the Mat Hoffman do to counter an already decent score? Is this title bigger, is it better, does it reach new heights? Well, from the early viewpoint of a recent convert, the answers have to be yes, yes and yes.

Even with the unfinished demo we've been playing, there's so much to uncover and learn that you can easily find yourself caught up in the detail. As with *Hawk's* this is another game that fires that insatiable drive to perfect every trick, to unlock every secret, to constantly better your previous hi-score... All this and you've still to sample the life-devouring highs of the park editor.

This is exactly what an extreme sport title should be. Clever, deep and difficult enough to make you feel like you've never quite mastered it. To say that we're not hooked, not caught up in a world of manuals, crooked grinds and extreme verts would be a lie. Even with only Mat unlocked out of eight potential riders, there's still enough tricky concrete and steel to keep you peddling for days.

Control-wise, anyone who's played another O_2 title will be immediately at home here. Beginners can find their feet with basic aerials while experts can rack up monumental scores by linking tricks with flatlands and manuals. On top of this, there's also the chance to mix and match your tricks by switching halfway through – admittedly nothing new for Mirra veterans, but it still adds another level to an already crammed number of features.

All-in-all then a bundle of good first impressions, but there are still a few sticking points in an otherwise well-greased game. Unlike in *Mirra*, you don't seem to be able to customise you bike – an essential, you'd think, for anyone who's forked out for a set of Crupi pedals. Then there's a dodgy reset system that tends to chuck you off the same ramp you've just bailed from. Not good. Plus, we're still uncertain about the difficult transitions from ramp tricks to manuals. In practice though, these faults aren't enough to put too big a dent in Rainbow Studios' list of goodness. Will it be enough to oust the Mirra man? Possibly, as long as all the visual glitches are rectified. **PSM2**

Dave and Mat will be locking cross bars here next issue

MOOVE IT: Grind the bull's horns and you'll spy the hidden music track in the Oklahoma park.

"IT'S A BLACK EYED, BOYS OWN ADVENTURE OF SNAPPED WRISTS AND SCRAPED KNEES."

FLATTIE JAPES

2

BALANCING FACT: Gentle taps of the left stick keep your marker out of the red.

EDGE TRIMMER: Hitting ⓐ and a direction lets you execute some precision tips tricks.

PRANCE FLOOR:

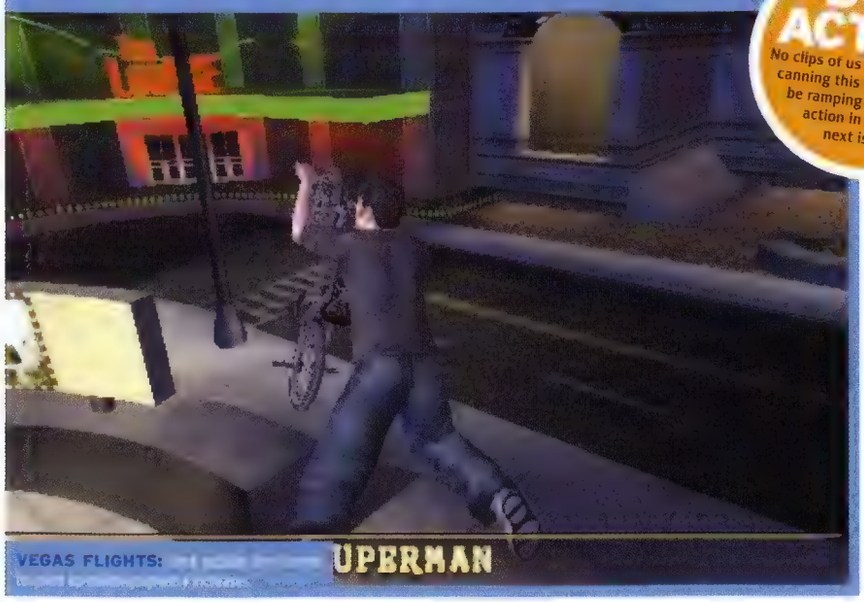
COMBO JET: Link flatlands or manuals with verts and watch those hi-scores rocket.

FLYING TONIGHT

4

AIRY FLAREY:

SPIN CYCLE:



VEGAS FLIGHTS:

DVD ACTION
No clips of us frantically can-canning this disc, but we'll be ramping up the DVD action in our very next issue.

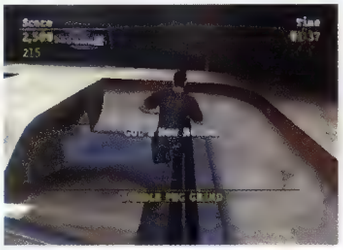
OPEN RIDE: Scoot over the first button on the Oklahoma level and the garage shutters pop up.

UNLOCKER VROOM

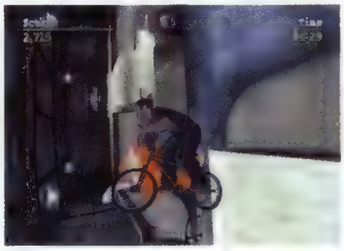
3

Each level has a different set of triggers that activate routes to new areas. Some are pretty straightforward, some require a touch of lateral thinking while others still push you to try something that initially appears impossible. Either way, the rewards always include bigger ramps, more mental grinds and a chance to complete another objective.

PIPE CLEANER: Trick off one of the ramps in the back room and a nifty half-pipe unfolds.



TAPER HEAD: Grab some big air, grind the light fittings and you can nab some secret video footage.



GO JUICE: Five fuel cans means you can juice up the road trip bus and cruise to the next location.

HANDS-ON VERDICT

5

"What's he doing up there?" No, sadly, not someone impressed by a high rail grind, but Matt H spinning through the ceiling in yet another glitch-ridden crash. The mechanics of gameplay remain tight as long as you stay upright, but take a misdirected trip over the handle bars and things start getting ugly. Major clipping, major dropout and the unnerving sight of Hoffman, curled in a foetal position, flying through solid walls. It wouldn't be so bad if the injury animations had the odd dash of ketchup attached. We're confident these graphical oddities will be sorted out for the final code, though.

You'll love it because...
You're after a *Tony Hawk*'s experience but always felt a little unstable on his elongated roller skate

You'll hate it because...
You've always fancied bigger wheels and are currently priming yourself for EA Big's mountain bike experience

ORIGINALITY ★★☆
HANDLING ★★★
PRESENTATION ★★★

MAT HOFFMAN'S PRO BMX 2

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

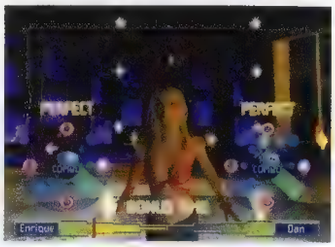
EXPECTED UK 22ND MAY

BRITNEY'S DANCE BEAT

She tames pythons and commandeers a pink private jet. But how did a homely girl from Louisiana bring America to its knees? She's got the moves. Come forth and strut with Britney...

THERE'S a saying popular with beardy, cardigan-wearing history teachers – those who don't remember the past are certain to repeat it. That's why your little sister's going to rush out and buy this game whatever the reviews are like, and probably get jam all over your PS2 trying to work it. It's why your mate – the one who actually *bought Spice World* – would probably rather sling his DualShock in a lake rather than get stung again. And it's why *you* – the discerning, PSM2-reading punter – are probably rightly wondering how, in the name of Pete Waterman, *Dance Beat*'s going to be any better. Good question.

First, most obviously, this is *actually Britney*. Instead of those super-deformed troglodyte versions of Scary, Sporty and Ginger, your eyes'll be treated to an all-dancing, all-singing (sort of) replica of the real

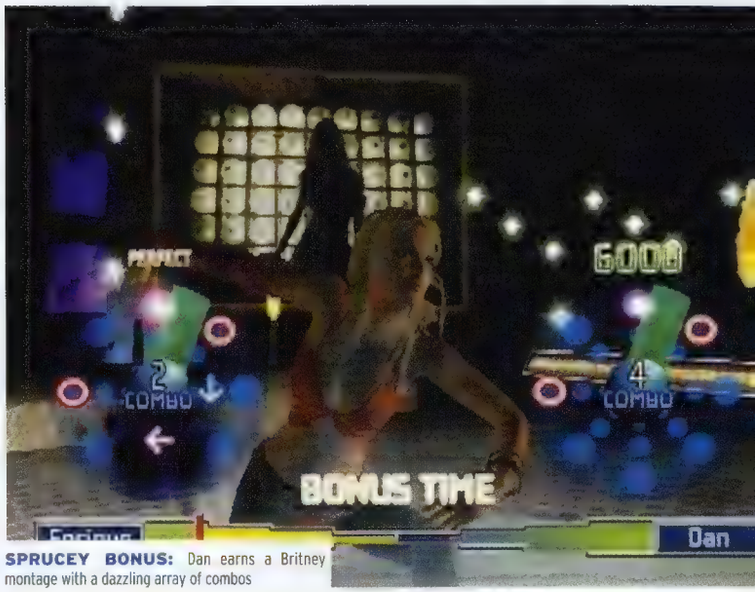


BRIT OF ALRIGHT: Britney herself only arrives when the Bonus time kicks in.

BRITNEY'S DANCE BEAT

"VEST-WEARING"

"THE ACCURACY IS IMPRESSIVE, BE IT THE UBIQUITOUS HEAD-SNAP OR THE HIT ME BABY FRONT WALKOVER"



SPRUCEY BONUS: Dan earns a Britney montage with a dazzling array of combos

thing. Second, it's being developed by Metro Graphics – the team responsible for the PSone's *Bust A Groove* and the Japan-only release *Dance Summit*.

To their credit, though, rather than simply substitute vest-wearing backing dancers for foil-wrapped aliens, they've reworked the control system to feel more rhythmic and intuitive. Instead of the typical beat bar, each dancer has a clockface where the beats are swooshed out by a constantly moving hand. In early songs, rhythmic symbol pressing's all that's required. Later, symbols start to appear in patterns that're trickier yet still instinctive – so a ⊗, △, ⊗ combo, for instance, starts and ends on the same note. Finally, of course, there's the calculated nastiness of combined directional/symbol taps to deal with. Each musical number includes a difficult combo that's repeated several times – usually in the chorus – which triggers a special move when it's activated.

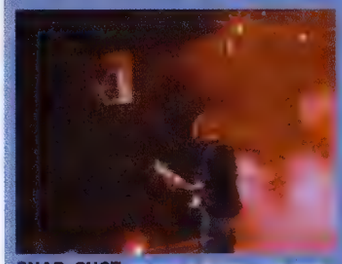
"THIS IS *ACTUALLY BRITNEY*, RATHER THAN THOSE TROGLODYTE VERSIONS OF SCARY, SPORTY AND GINGER"

The five tracks on offer range from the bubblegum beats of Baby One More Time to the sultry Slave 4U. Each one's accompanied by a remixed version, only available after you've

PICTURE PERFECT: The rendered starlet really does look like the Britney we know and love.

BACKSTAGE CLASS

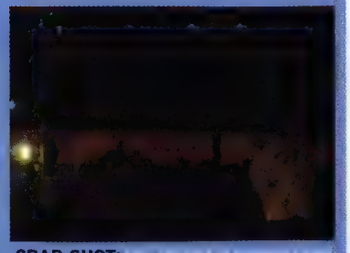
1



SNAP SHOT:

MUG SHOT:

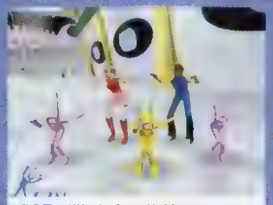
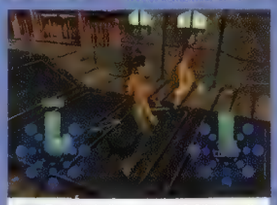
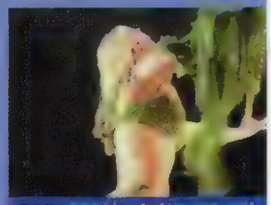
LONG SHOT:



CRAP SHOT:

BORN TO MAKE YOU HAPPY?

2

	CHARACTERS	TUNES	CONTROL	DANCING	EXTRAS
DANCE SUMMIT 2001	**DS:** [illegible] them, from drag queens to [illegible] wrestlers – together with all the usual cute girls and silly dance moves.	**DS:** Catchy J-Pop (Cherry Bomb's an office favourite) mingled with tatty disco rubbish. Listen closely for the YMCA and Go West riffs.	**DS:** Confusing bar-based system with occasional breaks for improvisation that actually requires moving against your team-mate.	**DS:** Everything from windmills to elaborate four-way combos – let down only slightly by chunky characters messing up the odd animation.	**DS:** [illegible] the game with any move, and you can choreograph a video for them, adding camera shots and [illegible] effects as necessary.
SPACE CHANNEL 5	**SC5:** Swathes of spandex-draped [illegible] a few [illegible] and actions nod to the [illegible] but [illegible] [illegible]	**SC5:** Austin Powers-lite with extra jazz riffs added as your dancing posse improves. If only it wasn't for those irritating 'Chu's.	**SC5:** No on-screen prompts is a [illegible] – but the Simon Says-like memory testing leaves a split-second of hitting the beat once you've got it.	 **SC5:** Utterly forgettable pogo-a-go-go rubbish livened up by Ulala's habit of strutting when she's on top form and plodding if she loses the beat.	**SX:** Extra levels and super-expert [illegible] conquering the game with a high score. The sequel's set to feature the promise to [illegible]
BRITNEY'S DANCE BEAT	**BDB:** [illegible] selection of dancers [illegible] pouty 8-strong boy band rejects and a couple who look like Ricky Martin [illegible]	 **BDB:** What d'you expect? Slick, well-packaged Max Martin classics, every one of them. Shame there aren't a few more, mind.	**BDB:** [illegible] [illegible] pick the rhythm alien – but you'll need the unswerving focus of a [illegible]	**BDB:** Generic TOTP-standard stuff – but the moves are so fluid and motion-captured so faultlessly that it's hard to criticise the lack of somersaults.	 **BDB:** [illegible] footie [illegible] technology, singing show you Britney from angles you'd never see on [illegible]

completed audition mode. There's also the promise of a Europe-exclusive sixth track – we're rooting for Crazy. Unconfirmed – so far – are rumours that you'll be able to earn full-screen videos as reward for completing each game. For at the moment, Britney's chair-twirling persona's relegated to the background.

A flurry of precision shimmying fires a shadow at the opposing dancer's set, which might alter their next symbol – or, brutally, its position, encouraging off-beat button presses. There's no danger of skinning a shin through a series of wayward pad taps, but dancers *will* stop and look confused when things go wrong. Pity more isn't made of the rivalry – as ever, you can't be beaten in a dance-off so much as lose it, and there's little chance of an abrupt shift in fortunes. Where's the opportunity for an inspired flurry of Perfects that utterly destroys your opponent's resolve?

Here's the clanger, though – you don't actually get to 'be' Britney...

The pop-muffin herself only appears for the briefest of shuffles in Audition mode, doing a cameo strut towards the end of each song. Rumoured to be a device to discourage mac-wearing types, it's more likely designed to reinforce her status as dancing messiah, since – unlike the playable characters – she never scuffs her moves. Don't get too excited about seeing her in that slinky PVC catsuit, either – THQ are pogoing through a legal minefield just to get her hairdo cleared, so what they'd have to go through for a school uniform or python is anybody's guess. Since the game's Kleenex-flimsy premise is that you're auditioning for BJ's backing troupe, it's also a little bit upsetting that you're never part of a throng of dancers, a la *Space Channel 5*. Still, the choreography's pure Spears – the most spectacular move on offer's Enrique's butterfly twist, with the rest of the motion-captured capering made up of high kicks and hair flicks.

The price point's a crucial issue with a game like *Britney*. If it hits the shops for 20 quid, it'll be a perfectly pitched sherbert dip of a game to buy, spend a weekend on, lend to your younger siblings for a bit and swap for something more worthy. At the rumoured 30, it's a trickier proposition – wouldn't you rather spend the money on a Britney video and her new album? Or, for those who actually wanted to make Britney dance, one of those Barbie-style toys and some bits of string? Erm... **PSM2**

Britney shimmies her way onto shelves next month.

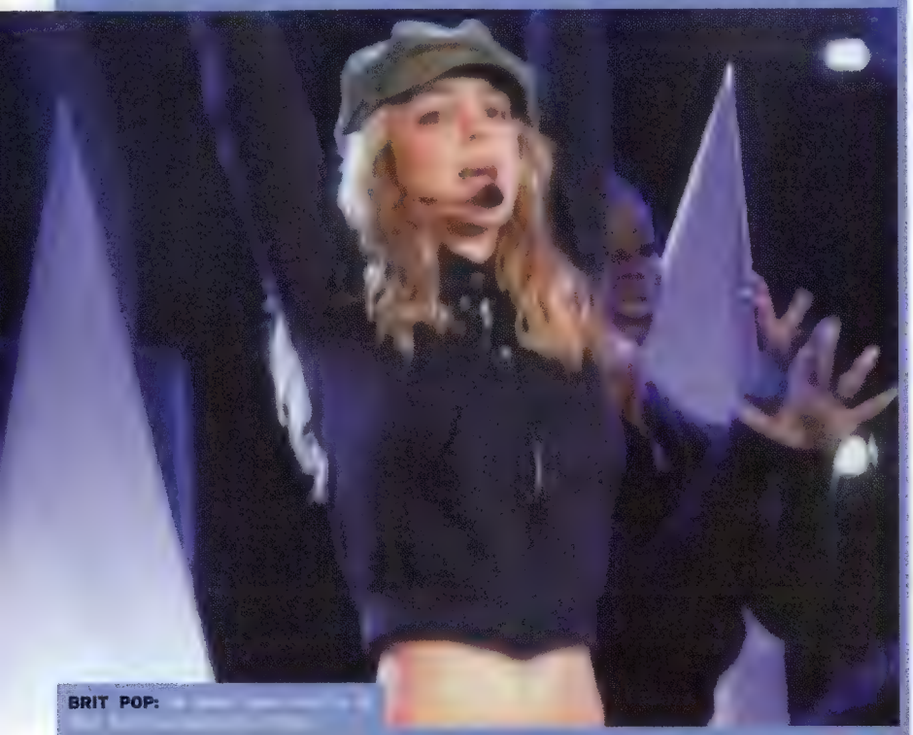
"HERE'S THE CLANGER, THOUGH – YOU DON'T ACTUALLY GET TO 'BE' BRITNEY..."

SPEAR MISS: Each song includes a difficult combo that triggers a special move.

PSM2 FIRST PLAY

SHE'S NOT THAT INNOCENT...

3



BRIT POP:

SMELL THE GLOVE:

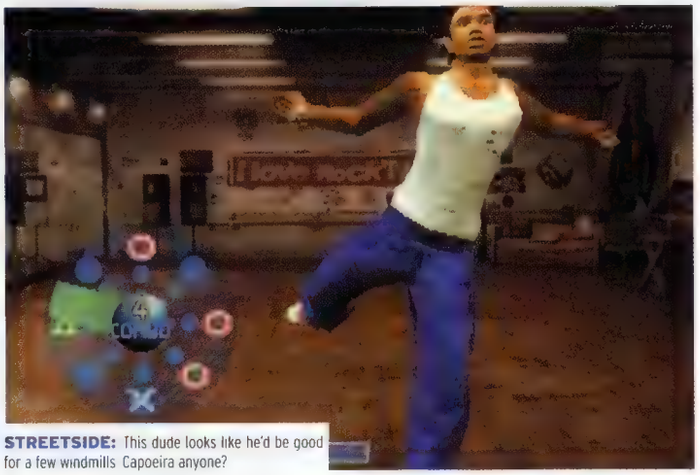
WORKING IT:

NEED FOR SPEED:

EVERYBODY DANCE, NOW

4 One of the most impressive features of *Dance Beat*'s the accuracy of the movement. Every twist and shuffle's recognisable from a Britney video, be it that ubiquitous head-snap or the Hit Me Baby front walkover. It's all the result of motion-captured sessions rumoured to be included as an unlockable DVD extra, but don't get too excited – somehow, we don't think Ms Spears was the one smothered in ping-pong balls and wiring...

WALL HANGING: A little large for the front room but perfect for a teen queen video backdrop.



STREETSIDE: This dude looks like he'd be good for a few windmills. Capoeira anyone?

HANDS-ON VERDICT

BRITNEY'S

5 Post-beer meisterwerk? Only if you're prepared for your mates to have all the fun. Unblinking, laser-like concentration's necessary to keep the beats from dropping, meaning you'll be concentrating on a symbol-clogged clockface while everyone else focuses on Ms Spears' lovely navel. The circular beat-tracker's a step up from the traditional bar, but leaves little time for sight-seeing – especially when your rival's firing a shitrain of symbol-shifts your way. More relaxing's the chance to sit back and watch Elisa shake her cargo-panted thang in Demo mode – or, indeed, flick through the wealth of backstage footage on offer. If ever a licence's going to live or die on the strength of its extras, it's this. The central game's shallower than a Saharan duckpond, but that's (arguably) of secondary importance to watching the Pepsi-pixie pout...

You'll love it because...
You're after a cheeky shot of no-strings bemani action

You'll hate it because...
You want ground-breaking, free-roaming, perception-shattering next-generation action. And you don't like pop music

ORIGINALITY
HANDLING
PRESENTATION

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

...from Britney's lawyers. Her hair wasn't floaty enough in earlier versions, apparently...

DVD ACTION

What? You haven't seen it yet? You did know that plastic box that fell on the floor when you ripped the bag open had a DVD in it...

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

EXPECTED UK MAY 31

DR BOOTH: Get a skateboard and Taz can... move around the level slightly faster. Original...

SNOW YOUR ROLE: We're pleased to report that, yes, the ice world's both slippy *and* slidey.

TALKIN' ALL THAT TAZ

1 **Slip into one of the phone booths dotted around each level, and Taz – hilariously – emerges with a level-specific accessory. Watch him skate! Watch him snowboard! If you've ever seen Taz-Mania, you'll be familiar with this kind of extreme sports daftness, but... well... You wouldn't catch Bugs Bunny wakeboarding, would you?**

TAZ WANTED

Getting stuffed and going on a rampage – but that's enough about PSM2's extra-curricular activities. Eh? *Eh?*

PSM2 FIRST PLAY

SPIN ME RIGHT ROUND: Going dizzy-mental's the only way to bust up those pesky wanted posters.

STRANGE one, Taz. After a paltry six cartoon appearances as a voracious tornado, he disappeared for years before turning up in Taz-Mania in the '90s. And it turns out that he's actually the idiot child of an otherwise well-spoken suburban family. None of which crops up in *Taz's* plot, which is some chutney about evading Yosemite Sam by breaking his Wanted (see?) posters. But anyway.

Animation-wise, Taz is every inch the drooling dervish of the cartoons. Blitz've sensibly opted for the same cel-shaded look as *Looney Toons Space Race*. Run into an electric fence and Taz collapses in shock. Guzzle a crate of explosives and he belches smoke. The levels are packed with traditional Acme comedy tat and familiar characters, from inexplicably angry cowboys to the ever-present zookeeper. There's even the hint of Marvin 'This makes me very angry' the Martian making an appearance.

DVD ACTION

Nothing this month, but check out last issue's DVD for an in-depth interview with *Taz Wanted*'s developers Blitz.

Unfortunately, it all gets a bit eye-straining at speed, thanks to the choppy frame-rate, and some animation's lost amid the patchy camera-work. Happily, the music's inspired – hold L2 and Taz tiptoes along, cutting out most of the bass.

Altogether, Taz looks much more like a straight platformer than the more inventive *Sheep Dog and Wolf*, while still containing a few of those slapstick touches that lifted *Space Race* above the karting crowd. **PSM2**

We'll review Taz next issue...

"THE LEVELS ARE PACKED WITH TRADITIONAL ACME COMEDY TAT"

HANDS-ON VERDICT

2 **We've all been there – the succession of lily-pads, the twitchy control, the repeated drownings – it's amazing how many platform games simply can't grasp the importance of a solid jumping system. Taz's saving grace is the tornado spin – when he skitters off that log for the fifth time, calming down is as simple as holding down ◎ and cutting a swathe of destruction through the level.**

Perversely, the game's much easier as a speeding ball of fuzz. While twirling, Taz skittles enemies, scales inclines with ease, and skims (a bit) over that otherwise-deadly water.

You'll love it because...

Um – you like Taz. And, well, walk around in a Warner Bros T-shirt. It's ironic, right?

You'll hate it because...

The jumping system's about as precise as making tea with a firehose. And, damn it all to hell, you like your jumping to be perfect

ORIGINALITY ★★★
HANDLING ★★★
PRESENTATION ★★★★

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE

ANTICIPATED FEATURES

WHERE IT'S AT...

SHOOT FIRST. ASK QUESTIONS LATER.

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PlayStation.2

HEADHUNTER

You awake on a surgeon's table suffering from amnesia. Who are you? Where are you? How did you get here? But don't forget the golden rule; bullets first, questions later. Track down felons, solve puzzles, ride motorbikes and survive gunfights to regain your title of the world's no.1 bounty hunter and rediscover your identity. Any questions? Made by Sega for PlayStation 2.

SEGA AMUZE

www.headhunterthegame.com

PlayStation.2
THE THIRD PLACE

COMING SOON

ONLY IN PSM2 - TOMORROW'S BIG GAMES FIRST!

PSM2 MOST WANTED

THE TEN GAMES WHICH PSM2'S ACHING TO BE RELEASED...

1 WINNING ELEVEN 6 (PRO EVO 2)

Scary, isn't it? You get all comfortable in your expectations, then Konami drop a booted bombshell 'Ere we go, etc, etc

2 MOH: FRONTLINE

Marvellous what a tour of duty can do for your ratings. We wanna throw stick grenades for those dogs of war today!

3 SOUL CALIBUR 2

No sign of the asthmatic Swede Voldo, but we're still keen even now that *Tekken 4* and *VF4* are down and out

4 ALIENS: COLONIAL MARINES

Jiggling around the release schedule like a face hugger in a boob tube as EA attempt to stagger their FPS big hitters.

5 TIMESPLITTERS 2

OK, what exactly are you up to? Squeezing in on-line goodness? Or being a micrometer-toting perfectionist?

6 AUTO MODELLISTA

So fast only the primary colours stick to the bodywork Sadly, another title being delayed by on-line mods.

7 THE THING

An energy-sapping game of concentration in the icy North. Could be the most stressful PS2 experience yet.

8 STUNTMAN

The free-form scrap-mongering of the Stunt Arena stops the stop-start nature of the film bits grating.

9 BRITNEY'S DANCE BEAT

We're well into Britney, and we can't wait to 'be' her in this foot tapping, button slapping dance-a-thon.

10 JURASSIC PARK: PROJECT GENESIS

Oooh Ah That's how it always starts Then later there's the running and the screaming Vivendi, better get this right.

OUR LEAST WANTED

You can take your title and. .

ROBOCOP

A license that's had its day, as the '80s icon gets crushed from titanium-clad psycho to tin can kiddy pleaser.

EVERY KNOWN GAME ETA

INCOMING

Your monthly guide to the future of PS2 – no other magazine brings you such a comprehensive view.

KEY

Action Adventure	AA	Platformer	P
[illegible]	AS	[illegible]	PZ
[illegible]	Bt	[illegible]	R
Beat-em-up	Bt	RPG	RPG
[illegible]	B	[illegible]	S
[illegible]	FPS	[illegible]	Sm
[illegible]	FS	[illegible]	Sp
Mech	M	Strategy	Str

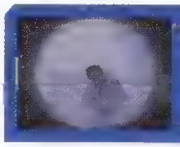
MAY

Agassi Tennis	Acclaim	Sp
Aliens: Colonial Marines	EA	FPS
Army Men RTS	3DO	AS
Ape Escape 2	Sony	P
Barbarian	Virgin	Bt

BRITNEY'S DANCE BEAT

It's hard enough just to hit the [illegible] of smeared thoughts.

Commandos 2	Eidos	AS
Conflict Desert Storm	SCi	AS
Downforce	Virgin	R
Endgame	Empire	S
Everblue	Capcom	Sm
F1 2002	Sony	R
FIFA World Cup 2002	EA	S
Freakstyle	EA	R
Mike Tyson Heavyweight Boxing	Sony	R
Need for Speed: Hot Pursuit 2	EA	R
Next Generation Tennis	Rage	S
Premier Manager 2002	Infogrames	Sp
Pro WTA Tennis Tour	Konami	Sp
Rally Championship	SCi	R
Red Card Soccer	Midway	Sp
Roland Garros US Open	Wanadoo	Sp



SOLDIER OF FORTUNE

Bodies' PAL conversion will [illegible] Let's just hope they've tidied [illegible] plagued the NTSC version.

Star Trek Voyager: Elite Force	Codemasters	FPS
Taz Wanted	Infogrames	P
TD Overdrive	Infogrames	R
Zidane Generation	Acclaim	Sp

JUNE

Aggressive Inline	Acclaim	Sp
Antz Racing	Empire	R

MATT HOFFMAN'S PRO BMX 2

The game that [illegible] prod in the spuds. See pg42...

Arena Warrior	Midas	Bt
Battle Gear 2	Midas	Bt
Gumball 3000	SCi	R
Medal of Honor: Frontline	EA	S
NASCAR Heat	Infogrames	R
Prisoner of War	Codemasters	AS
Robocop	Virgin Int.	FS
Snowcross	Konami	Sp
Spider-Man: The Movie	Activision	AA
Terminator	Infogrames	AA
TOCA Race Driver	Codemasters	R
V-Rally 3	Atari	R

JULY

Bike: street.vert.dirt	Midway	Sp

DEAD TO RIGHTS

Another killer cop [illegible] combat and stealth kills that'll make a chiropractor wince.

Destruction Derby 4	Sony	R
Legion: Legend of Excalibur	Midway	AA
Final Fantasy 10	Sony	RPG
Tonka Monster Truck	Infogrames	R
Le Tour De France	Konami	R

AUGUST

Hitman 2	Eidos	AA

SEPTEMBER

Crash	Rage	R
Curse: Eye of Isis	Wanadoo	AA
Fireblade	Midway	S

COOD COP BAD COP

Another square-jawed [illegible] Only this time you get to dictate [illegible] up rough a la Dirty Harry.

Iron Storm	Wanadoo	FPS
MX 2003	THQ	R
Pride FC	THQ	Bt
Scooby Doo: Night of 100 Frights	THQ	P
Stock Car	Midas	R
Stuntman	Infogrames	R
Turok Evolution	Acclaim	FPS
Twin Calibre	Rage	AA

OCTOBER

Halloween	Wanadoo	P
Rocky	Rage	Sp
The Thing	Vivendi	AA
Total Pool	Midas	S

LATE 2002

Alpine Racer 3	Sony	R
Aquaman	TDK	AA
Area 51	Midway	AA
Barbarians	Virgin Int.	AA
Beach Soccer	Wanadoo	Sp
Broken Sword: The Sleeping Dragon	Virgin Int.	AA

COLIN MCRAE 3

Under wraps until [illegible] of a stir in the office for us to [illegible] in a Scottish service station.

Defender	Midway	S
Dinoz	Vivendi	Sp
Dinotopia	TDK	AA
Dr Muto	Midway	AA
Dredd Versus Death	Rebellion	AA
Exo	Infogrames	AS
F355	Sony	AA
Falcone: Into the Maelstrom	Virgin Int.	AA
Freaky Flyers	Midway	FS
Ghostmaster	Empire	AA
Gravity Games	Midway	Sp
GT Racing	Midas	R
H2Overdrive	Ubi Soft	R
Hot Wheels	THQ	R
Jimmy Neutron	THQ	P

KINGDOM HEARTS

The more shots we [illegible] Square is going to be.

Legend of Alon D'ar	Ubi Soft	AA
The Lost	Ubi Soft	AA
LMA Manager 2003	Codemasters	Sp
Mercedes-Benz Racing	TDK	R
Moji Ribbon	Sony	B
Monster Truck 2	Ubi Soft	R
Mortal Kombat: Deadly Alliance	Midway	Bt
Primal	Sony	AA
Rogue Spear	Ubi Soft	AS
Rolling	Rage	R
Rubu Tribe	Interplay	AA
Samurai Jack	Bam!	P
Scorpion King	Vivendi	AA
Shrek	TDK	P
Spyro: Enter the Dragonfly	Vivendi	P

TOMB RAIDER: THE ANGEL OF DARKNESS

Core doing what they do best – throwing big-chested women about. Head to Accelerator for the latest news from Laraland.

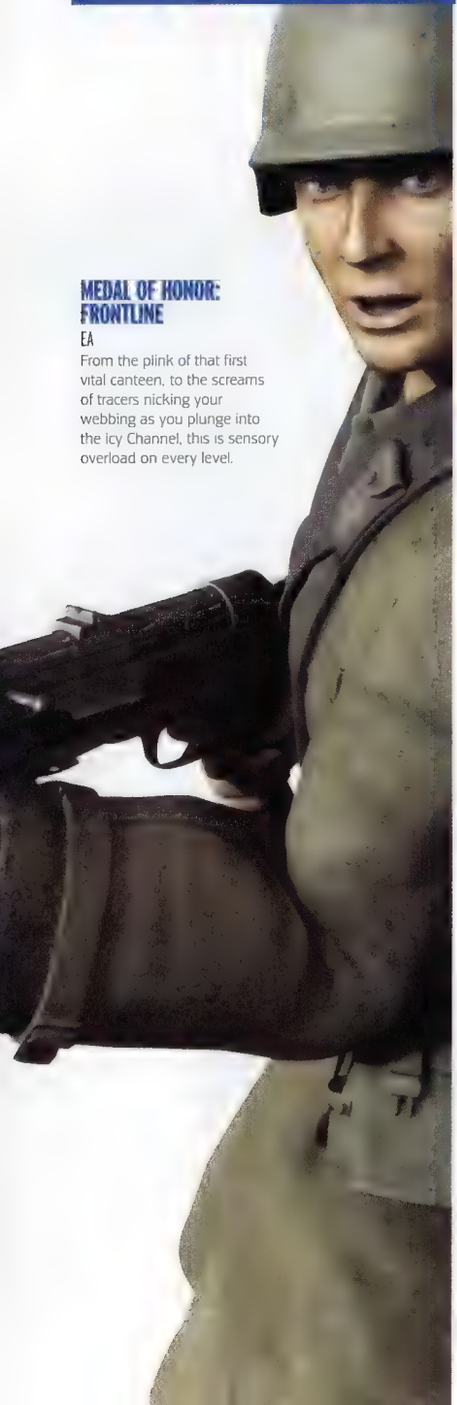
Starsky and Hutch	Empire	AA
Summoner 2	THQ	RPG
Superman	Infogrames	AA
Ultimate Fighting Championship	Ubi Soft	Bt
World Sports Car	Empire	R

TO BE CONFIRMED

13	Ubi Soft	FPS
1906: Arctic Odyssey	tbc	AA
Ally of Justice	tbc	B
All Star Golf	Midas	S

.HACK

War Games-meets-Existenz-meets-Iao-RPG with all the computer world gone mad weirdness you'd expect from such a hellish conception.



MEDAL OF HONOR: FRONTLINE

EA

From the plink of that first vital canteen, to the screams of tracers nicking your webbing as you plunge into the icy Channel, this is sensory overload on every level.

Andy McNab	Rage	AA
Austin Powers 2002	Take 2	AA
Auto Modellista	Capcom	R
Arc Legion	Capcom	RPG
Armored Core 3	tbc	S
Black and White	tbc	AS
Blood: The Last Vampire	Sony	AA

BOMBERMAN KART

There might as well be no kart titles on PS2 when you look at the crap we've had to deal with so far. Someone, bring this out in the UK now!

Bruce Lee	Vivendi	Bt
Coaster Works 2	THQ	STR
Crouching Tiger, Hidden Dragon	Ubi Soft	AA
CSI: Crime Scene Investigation	Ubi Soft	AA
Delta Force	Nova Logic	FPS
Dionakra	Midas	FPS
Driver 3	Infogrames	R
Duke Nukem Forever	Take 2	FPS
Dragon Ball Z	tbc	B
Dragon's Lair 3D	tbc	P
Everybody's Golf 3	Sony	Sp

FATAL FRAME

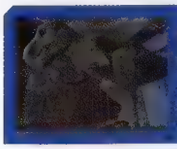
Wanadoo have just bagged this horror take on *Polaroid Pete*, where the only way to survive a mansion full of spooks is to get all happy snapper on them.

Evil Dead 2	tbc	AA
Football Manager	Virgin Int	S
Frequency	Sony	B
Frogger	Konami	P
Galerians: Ash	tbc	AA

FUTURAMA

After the laudable working that The Simpsons got at the hands of EA, hopes are high that this third-person action adventure will come up to scratch.

Galleon	Interplay	AA
The Great Escape	SCi	AA
Gunslinger	Sony	AA
Hidden Invasion	Virgin	AA
Iron Eagle Max	JVC	FS
Jade Cocoon 2	tbc	RPG



JURASSIC PARK: PROJECT GENESIS

Finally, a chance to build your own dino park and turn bloated American tourists into novelty bubble gum for the T-Rex.

Kengo 2	Ubi Soft	AS
Kinetica	Sony	R
Largo Winch	Ubi Soft	AA
Lord of the Rings	EA	AA
Mafia	tbc	AS
Malice	Vivendi	P
Minority Report	Activision	AA
Monster Rancher 3	tbc	Pz
MoH: Fighter Command	EA	FS
Men In Black 2	Infogrames	AA
Mission Impossible 2	Infogrames	AA
Mini Golf Maniacs	Vivendi	Sp
Nightmare Creatures 3	Ubi Soft	AA
Ninja Assault	Namco	S
No One Lives Forever	Vivendi	AA

ONIMUSHA 2

Interested in the singing blade of Dr Yagyu? Then ripple those sticky little fingers through the pages and park your eyes in front of our exclusive review.

Okage: Shadow King	Sony	RPG
Pac-Man World 2	Namco	P
Rainbow Six	Ubi Soft	AS
Reign of Fire	Bam!	AA

RED FACTION 2

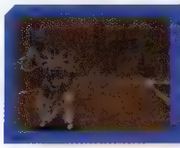
Parker's back and, once everyones a target – even the brickwork. Volition's second third-person shooter promises more Geo-Mod madness.

Return to Castle Wolfenstein	Activision	FPS
Rhapsody 2	tbc	RPG
Riding Spirits	tbc	R
Robin Hood: Defender of the Crown	tbc	AS
RLH	Interplay	AA
Saffire	tbc	AA
Sky Gunners	tbc	S
Seaman	Sony	AA
Snowboard Heaven	Capcom	Sp
SOCOM: US Navy Seals	Sony	AS

SOUL CALIBUR 2

Have you discovered the secret footage of the arcade version hidden away on this month's superior DVD? We're not giving you any clues...

Space Channel 5: Part 2	Sony	B
Spawn: In the Demon's Hand	Capcom	AA
Speed Devils 2	Ubi Soft	R
Spin: Sprint Car Racing	tbc	R
Star Wars: Bounty Hunter	Activision	AA
Star Wars: Episode 2	THQ	AA
Star Wars Racer: Revenge	Activision	R
Suikoden 3	Konami	RPG
Super Trucks	Codem'ters	R
Super Car	Midas	R
SWAT: Urban Justice	Vivendi	AS
Team SAS	Rage	AS
Tenchu 3	Activsion	AA
Total Pool	Midas	S



TRIBES 2

Intrinsically linked to PS2's online capabilities, this networked [illegible] sees the light of day thanks to the recent revelations from Sony HQ.

Unreal Tournament 2	tbc	FPS
Unreal Warfare	tbc	FPS
Virtua Tennis 2002	Sony	Sp
Virtua Cop 1&2	Sony	S
Virtua Golf	Sony	Sp
The Way of the Samuari	tbc	AA
Wild Arms 3	tbc	RPG
Wizardry	tbc	RPG
World Rally Championship 2	Sony	R
WWF Raw	THQ	Sp
Xenosaga	tbc	RPG

Incoming is your complete guide to the future for your PS2. The release dates are correct, to the best of our serious knowledge, as we went to press. This listing is updated every issue – but please, don't give us a hard time about slippage, canning and alterations

DEVELOPER CONTACTS

Think their game's great? Or just a bit cack? Tell these people as soon as you can...

3DO
020 7490 1323
www.3doeurope.com

ACCLAIM ENTERTAINMENT
020 7344 5000
www.acclaim.com

ACTIVISION
01753 756 100
www.activision.com

ARGONAUT
020 8200 5777
www.argonaut.com

BAM!
020 7385 1357
www bam4fun.com

CAPCOM EUROSOFT
020 8846 2550
www.capcom.com

CODEMASTERS
020 437 6100
www.codemasters com

CRAVE
020 8968 8088
www.crave co.uk

CRYO INTERACTIVE
0121 250 5070
www.cryo-interactive.com

EIDOS INTERACTIVE
020 8636 3000
www.eidosinteractive .com

ELECTRONIC ARTS
01932 450 000
www ea com

EMPIRE INTERACTIVE
020 8343 7337
www.empire.co.uk

EON
020 7318 1350
www.eon-digital com

INFOGRAMES
020 8222 9700
www.infogrames.com

INTERPLAY
020 7821 6815
www.interplay com

KONAMI EUROPE
01895 853 000
www.konami.com

LEGO
0870 600 3003
www.legomedia.com

LUCASARTS
www lucasarts.com

MIDAS
01279 858000
www.midasinteractive co.uk

MIDWAY GAMES
020 /938 4488
www.midway.com

RAGE
0151 237 2200
www.rage.co.uk

REBELLION
www.rebellion.co.uk

SCi
020 7585 3308
www.sci.co.uk

SEGA
020 8996 4509
www.sega-europe.com

SONY EUROPE
020 7533 1400
www.playstation .co.uk

TAKE 2 INTERACTIVE
01753 854 444
www.rockstargames com

TDK
www.tdk-mediactive.com

THQ
01483 767 656
www.thq.com

TITUS
020 7700 2119
www.titussoftware .com

UBI SOFT
01932 838 230
www.ubisoft.co.uk

VIRGIN INTERACTIVE
020 7551 4222
www.vie.co.uk

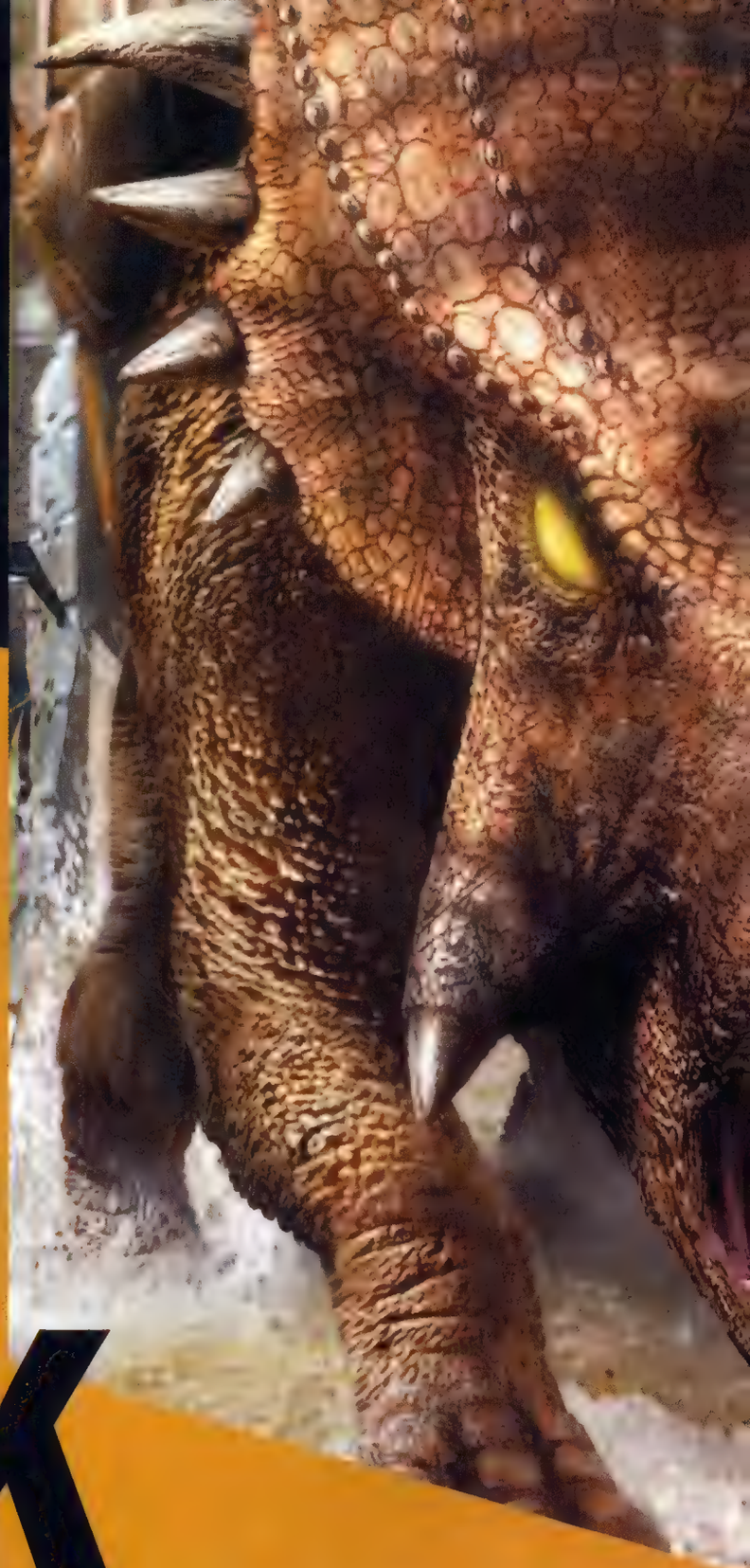
VIVENDI
0118 920 9100
www.sierra-on-line.co.uk

INDIAN TAKEOUT

Turok's **leg-removing arsenal of death hasn't yet been revealed but, as mentioned elsewhere in this feature, it seems certain to include dual purpose weaponry. One of the early examples of this is the Sniper Rifle. Handy for head shots, it also doubles up as a machine gun. Stop, look and listen before you head into the jungle...**

MONSTERS INC: Despite the fact that previous *Turok's* have had frankly rubbish non-dino enemies, *Evolution* has them anyway.

JUST THE TWO OF US! Team play makes up a significant part of *Evolution* – as do the all-new, all-singing dual action guns.



TUROK EVOLUTION

Ripping out dinosaur guts? If Jeff Goldblum can do it, we can too...

Sssssssssst. Weeeeeeiiiiiiiiir. Chug chug chug chug chug. Ting. BOOM. *Sssssssfump*. Ah, yeah. The wonderful sounds of the Fusion Cannon, a gun about the size of an ironing board that opened up, had to be charged up for several seconds before firing, And then, like some sort of nightmarish Fed Ex package, delivered a flute of red ray so devastating it took out entire villages – boom-booming its way into the distance and returning in the form of an H-Bomb-like mushroom cloud.

We don't say this lightly, but we're sure there's never been a gun quite like it.

Except for the Cerebral Bore, of course. Shaped like an egg with sparkly sides, the Bore had a green cross hair that, when lined up with an enemy, flashed red... but red didn't mean stop, let us tell you. Once locked on, you pulled the trigger and out shot a little circular cartridge – like a can of Dr Pepper, say, except full of explosive – that whirred off towards the enemy, clamped onto the side of their head and drilled into their brain, spitting a perfect arc of grey mind-juice out. For dessert, once all the skull sponge had been sucked out, the cartridge exploded and the poor old sod on the end of the Boring dropped to the floor in a pile of their own blood, face and bone.

Fact is, the *Turok* games had the best weapons of any game in the history of humankind. Your *Quakes*, your *Half-Lifes*, your *TimeSplitters*', they all bow down at the feet of *Turok* when it comes to bang sticks. But, up until now, thanks to a wink, wink, nod, nod agreement between Acclaim and Nintendo, only N64 owners have had the opportunity to deal themselves into a spot of prehistoric pranging. Not anymore, though. Because, from September, everyone with a PS2 gets *Turok*.

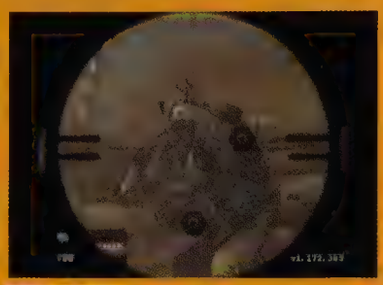
"Our biggest goal for the game is to get *Turok* to as many players as possible, no

TUROK EVOLUTION

"MAY FEEL MORE LIKE HALF-LIFE"

BOW STREET: The Rok's trusted bow and arrow is the starting point for all *Turok* adventures. Rubbish, it is.

BITE CLUB: Chief among *Turok's* irritating adversaries are the 'scuttlers', foes with their bellies on the floor.



BULLET TIME: Smart detail abounds in *Evolution*. Note the two bullets heading pleasingly towards their target.

matter which console they own," Acclaim's Creative Director David Dienstbier told PSM2 about the decision to give PS2 gamers their first taste of primal pie.

More importantly, though, he's quick to give us the lowdown on the weaponry: "Our weapons are crazier than ever, with remote devices that can be used as lures, explosives, or gas bombs.

"Each use of this single weapon can make a significant difference in the game and, of course, the simple act of using the device can leave you at risk from roaming enemies. The gameplay is far richer and the experience more real."

As always, Dienstbier stops short of giving out information on specific weaponry, such is the importance placed on gunnery in the *Turok* games. But, rumours have it that, as experimented with in *Turok: Rage Wars* on N64, each weapon will have a number of functions, presumably doubling up as an explosive or landmine, while also firing more traditional bullets and missiles.

After a brief – and disastrous – flirtation with (*yawn*) futuristic environments and robotic enemies in *Rage Wars* and *Turok 3* (which, as you'll find out in our 'Evolution of Turok' feature down there, was a big bag of shitty biscuits), Acclaim have thankfully decided to return to the Lost Lands for *Evolution*. Cue jungle-thick, dino-infested environments that were so brilliantly used for the very first *Turok*. And, according to Dienstbier, things are looking a whole lot tastier.

"We have created the most lush, organic environments you have ever seen. The original *Turok* was a huge step forward in this regard, but *Evolution* represents not a step, but a leap. We've placed huge emphasis on creating a game world unlike anything else.

"We've also tied a lot of gameplay into the world itself. The foliage of the jungle all moves and sways in the wind. *Every last plant and tree.* As you or your enemies move through the foliage, it'll shake and make a noise. Enemies will react to the motion and the sound, and can mark your position based on these stimuli. This affects the way you may choose to advance through the levels.

"In addition, thick foliage will also actually impede your movement speed,

PLAY MISTY FOR ME: Previous *Turok's* were over-fogged. Thanks to PS2, *Evolution* only uses it for effect

"YOU CAN CUT DOWN TREES, CAUSING THEM TO CRUSH ENEMIES OR FORCING 'EM TO FALL BACK – THE GAMEPLAY RAMIFICATIONS ARE HUGE"

EVOLUTION OF TUROK

Not up to speed on the highs and lows of the *Turok* dynasty? Fortunately, Steve Irwin from TV's The Crocodile Hunter is, and he's ready to dish out the 'skinny' via his Croc-o-meter...

TUROK: DINOSAUR HUNTER

The original *Turok* was one of – get this – *three* games out for the first week of N64's launch. Stopped laughing yet? Good-o. Foreskinately, it was a bona fide classic, a game so bloody good Acclaim never bettered it in five years of trying.

Not only did it have staggeringly animated foes, enemies that clutched their fountain-like jugular when you stuck a knife into their neck, raptors that squawked and caught up with you if you tried to run away, and brilliant, *brilliant* boss levels, it also had the best weapons of any game *ever* (even the automatic rifle was the business) and was rock hard.

If you finished it, you were officially 'good at games'. Top stuff!

Croc-o-meter: 10/10

Steve says: "LOOK AT THIS BEAUTY!"

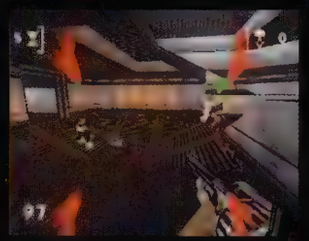
TUROK 2: SEEDS OF EVIL

The first game to make use of the expansion pak – a device that fitted into the front of the N64 and allowed developers 4MB of extra memory – the ludicrously named *Seeds of Evil* looked and sounded better than the original (in fact, the soundtrack was incredible considering it was running off cartridge) but was far too hard, didn't have enough save points and jerked around because the expansion pak hadn't been implemented properly.

Shame, really, because the weapons were – *again* – genius, the level structure was great, there were some unbelievably brilliant set pieces and it was amusingly gory. Tried to out-*GoldenEye GoldenEye*'s multi-player and failed miserably.

Croc-o-meter: 8/10

Steve says: "WOOOOO! UNREAL!"



TUROK: RAGE WARS

Acclaim attempted to right what was wrong with *Turok 2*'s multi-player with this deathmatch-only experience, along the lines of PC wonderblast *Quake 3 Team Arena*. Taking place in a stack of largely decent, though small, levels, you could play with up to four humans, or play the game's one player against 'highly intelligent' CPU foes. In fairness, the CPU players were pretty clever most of the time but had a nasty habit of inexplicably picking fights with walls and falling into pits of lava for no apparent reason.

The result was a game that was great if you had three mates but not so great if it was just you working your way through the wafer-thin single-player mode.

Croc-o-meter: 6/10

Steve says: "STEADY... STEADY..."

TUROK 3: SHADOW OF OBLIVION

Whoops. OK, so this wasn't *horrendous*, but setting *Turok* in a futuristic world where police are milling about and pile-suffering, stupid-looking straw aliens try to take you down probably wasn't the best way to finish off the *Turok* franchise on N64. In truth, this looked dodgy from the moment the first shots appeared of a big cabbage monster against a backdrop of grey mist. Play it through, though, and you soon realised that wasn't the only problem.

The biggest crime were the weapons which were *terrible*, but there were also 'issues' with the AI, the game's longevity and the multi-player, which jerked around like William Shatner. A prehistoric disappointment.

Croc-o-meter: 4/10

Steve says: "OH, SHE'S GRUMPY"

You can catch The Crocodile Hunter on Discovery Animal Planet

TUROK EVOLUTION

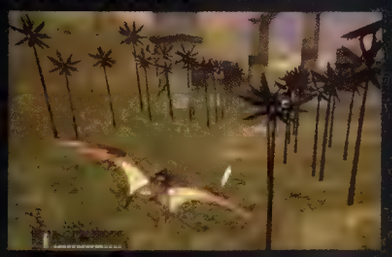
"SCREEN-SHATTERING BOSS LEVELS"

KILLING IN THE NAME OF: Intelligent enemies that hide, scarper and work in teams makes things 'tasty'.

ROBOT WARS: While there's plenty of dino action in *Evolution*, you'll also have to contend with these droids.

DINO-SOAR

Turok 2 gave you the opportunity to use a Stegosaurus as a makeshift tank in order to trample on poor unfortunates and take out ground installations – well, now *Evolution* takes it a stage further, allowing you to climb aboard a Pteranodon and soar above the Lost Lands, looking for targets...



THE FLY: Not exactly British Airways, but then BA454 to Miami doesn't fire armour-piercing bullets. Not yet, anyway.

THE FLY 2: As well as having to take out ground targets you also have to contend with chunks of scenery.

which can have obvious effects on gameplay. You'll need to decide whether or not to stick to the open areas, or creep through the dense plant life.

"Enemies also react to objects in the environment, and will take cover behind trees or deadfall.

"You can radically alter these surroundings as well by destroying cover objects with weapons. You can actually cut down trees causing them to crush enemies or forcing them to fall back or advance. The gameplay ramifications are simply huge."

Sounds good, doesn't it? And it's not just the jungle that's been beefed up. Lord, no.

"Dinosaurs are a really fantastic visual presence in the game," says Dienstbier. "We've always thought that being at the mercy of these huge, deadly creatures was really cool, but having the ability to tear them up was even cooler.

"I think there's really something compelling about being surrounded by these magnificent creatures, seeing them in true scale, and observing their behaviour. But as game makers, we want the level of interaction to go beyond just seeing and watching.

"Many of the dinosaurs in the game do not pose an immediate threat. They're just creatures minding their own business. If they're frightened or attacked, however, they become very dangerous.

"Enemies and allies use dinosaurs as vehicles and weapons platforms. It makes sense in this bizarre world. Of course, you may choose to attack the dinosaurs that you choose, even if they pose no real threat. It's a freedom that we enjoy providing you with."

Dienstbier says *Turok Evolution* is like "Dinotopia meets Omaha Beach", and keeps the war theme going when we ask him whether it's more *Quake* or *Half-Life*. "The plot and the back story give context to the history in the world, and to the actions that you'll take part in.

"Most of this is conveyed in real-time, during gameplay, so in that respect *Evolution* may feel more like *Half-Life*, but with a kind of Saving Private Ryan feel. The action is simply intense."

It's not all blood and guts, though. Well, it *is*, but there's also some thinking to be done too. Unlike the first *Turok* – and in the light of what *Metal Gear Solid 2* has brought to the party – *Evolution* includes stealth sections (the jungle sways, moves and rustles as you brush past it, making a nice alternative to *Metal Gear's* footprints and echoes). Da Rock also has to contend with flight sequences (more on that elsewhere) and screen-shattering boss levels – something *Turok* has always been famous for. (The T-Rex in the first game was *phenomenal*.)

There's also the promise of a beefed-up multi-player game, though we'll have to wait and see on that. In our opinion, if there's one thing the *Turok* series has never *quite* got right, it's the four-player face-offs. It's essential they get this sorted for the PS2 debut.

So, it's got the weapons, it's got the dinosaurs, it's got the jungle that you can use to your advantage or simply blow up (a definite nod to Volition's environment-moulding *Red Faction* here), and it's got steaming great buckets of blood.

Mark our words, this is going to be nice. In a thoroughly bloody way **PSM2**

"WE'VE ALWAYS THOUGHT THAT BEING AT THE MERCY OF THESE HUGE CREATURES WAS COOL"

MOBILE HOME: The house-sized gun should ensure this bug gets more than a twitchy antenna, the little runt.

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PlayStation.2

PLAYSTATION 2 MAGAZINE

PSM2

REVIEWS

THE ESSENTIAL VERDICT ON EVERY NEW RELEASE

レビュー

MADNESS? GENIUS? BOTH? PS2 NEEDS MORE DEVELOPERS WHO AREN'T AFRAID TO TRY NEW THINGS...

JOEL

Think about it – when's the last time you saw a game where you could battle a UFO in one stage and serenade your girlfriend in the next? Or bribe people to be your friends with booze and ornamental clocks?

Both *Gitaroo-man* and *Onimusha 2* have impressed us with their thinking-outside-the-box style, and – surprise, surprise – they both originated in Japan. Even *Tekken*'s dipped its toe into the paddling pool of change, substituting vast, sprawling stages for tight, aggressive arenas.

Meanwhile, US developers plod along with safe, tried 'n' tested shelf-fillers. Not that there's anything *wrong* with licensed sequels – but, well, when *Jedi Starfighter* hit the office, we didn't feel that "Is it great? Is it pap?" spark of excitement we got from *Mad Maestros*. Even *Frogger*'s gone from fondly remembered arcade classic to relentlessly humdrum platform mess. And when we think of the inevitable slew of footballing mediocrity that's only just begun with *FIFA World Cup*... brrr.

So – just for the benefit of the developers out there – here's the deal. A bad game's a bad game – but if it's *Mr Moskeeto*, at least it's going to do better than yet another woeful rally clone. Originality counts. If you can't grasp that, we'll be in the importers... **PSM2**

PSM2'S MANIFESTO

PSM2's REVIEWS ARE: Analytical, delving, comic, critical, informative and, above all, bang on the money. If you want to know exactly where your cash should go, look no further than these pages.

PSM2's REVIEWS AREN'T: Lacking integrity, flabby, overly sensational, oblique and scored to appease anyone within the games industry. If you want a blinkered perspective on the global market, look elsewhere.

レビュー

REVIEWERS

PLAYING PS2 LONGER, HARDER, FASTER THIS ISSUE:

The world's most knowledgeable and outspoken PlayStation 2 fans.

DANIEL DAWKINS

- **SPECIALIST IN:** Driving, Sports, RPGs, Shooting
- **HAVING FUN WITH:** Onimusha 2

Having completed *Onimusha 2*, Dan's sole remaining ambition is to have a breakfast cereal named after him. Cap 'n' Crunch isn't even *real*, Dan.

DUNCAN BAIZLEY

- **SPECIALIST IN:** Footy, shooting
- **HAVING FUN WITH:** Caspar, G1 Jockey

After nearly two years, Duncan's finally saved enough coins for the counselling he's always dreamed of. Now the rage will leave his poorly mind for-e-v-e-r.

JONATHAN BRYANT

- **SPECIALIST IN:** RPGs, RTS
- **HAVING FUN WITH:** Deus Ex

Johnny still hasn't got over being passed up for the title role in *Steptoe and Son* – despite being embryonic at the time. He could've been *great*.

TIM WEAVER

- **SPECIALIST IN:** Babybe
- **HAVING FUN WITH:** Mr Moskeeto

Dyslexic Tom recently got in trouble for smearing a marmoset on his toast - before going home to have socks with his wife. Slataaah.

DANIEL GRIFFITHS

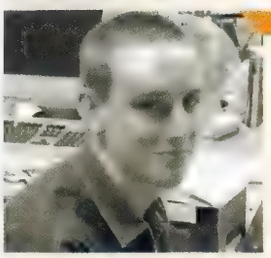
- **SPECIALIST IN:** Condiments
- **HAVING FUN WITH:** Super Trucks

"Radicchio . radicle. .radii. ." more than halfway through the dictionary, and Dan's getting dispirited about his search for word he heard trucker use. Big man, him!

DAVID HARRISON

- **SPECIALIST IN:** Footy, cash from chaos
- **HAVING FUN WITH:** LMA Manager 2002

Dave's been eating the hearts of his enemies to steal their powers. But what happens when you run out of enemies. Dave? I'm sorry, Dave. Dave? Dave?



JAMES WHITE

- **SPECIALIST IN:** DVDs and waving
- **HAVING FUN WITH:** The Usual Suspects

Coming up to his twelfth birthday, James reviews 18 certificate films for free, purely on the off chance of seeing a glimpse of lady-goose-bumps.

MAIL US NOW!

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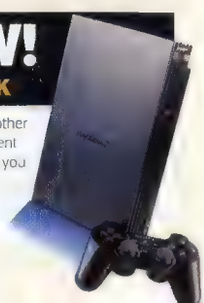
PSM2's team of reviewers play games more than any other mag. We don't shuffle through the first level, then present you with some vague mark out of five. But sometimes you won't see eye-to-eye with us. So get in touch.

PSM2, FUTURE PUBLISHING, 30 MONMOUTH STREET, BATH BA1 2BW



›THE DEFINITIVE VERDICT フハウスキニラ

WHY PSM2 REVIEWS ARE THE BEST YOU'LL READ!

We love games, but won't resist caving a shabby game's face in – stick with PSM2 to get the best buying advice around.

BEST SCREENS:
We've captured the most dynamic images from the games, with all the levels and views you need to see. They're the best shots you'll clap eyes on!

PASSIONATE OPINION:
PSM2 reviewers squeeze every ounce of detail out of a game, and tell you everything you need to know. Our reviews are as entertaining to read as the best games are to play.

IMPACT POINT:
Here you'll see the defining moment in the game that convinced your PSM2 reviewer that this is a shiny blue disc you should run out and buy or just leave on the shelf.

VERDICT BOX:
A chunky, comprehensive summary of the game. You'll find out what the best and worst features of the gameplay, graphics, sound and lifespan are, as well as getting a score out of 100. We feel this is the most useful way of indicating the game's quality, rather than some oddball score out of, say, 30.

INSIGHT:
Here you'll find amazing facts about the game and its developers, carefully selected by the PSM2 reviewer to give you a deeper understanding of the title. Or make you laugh.

GAMER'S CHOICE:
Your essential guide to how the game compares to others in its genre. These will be PS2 games where possible, but due to the system's ability to play all your old PlayStation discs we'll also compare the new games with the classics...

ALL THE INFO YOU NEED:
Crammed with every useful fact about the game, you'll find everything here - from how many players it supports to how many levels and playing modes you can expect. For Japanese discs, we'll also give you a guide to how impenetrable the text is. Neat, no?

›HARD-HITTING シフヨカノ

THE PSM2 SCORING SYSTEM:

PSM2 WARNING!

0-29 Shoddy stuff. A game in this category is so bad, *well*, it's just laughable really...

30-49 Possibly fun in the short term, but there're some serious faults in the game's design.

50-69 50 is considered 'average' in PSM2 (unlike some other mags). You can trust our scores.

70-84 An entertaining game that *just* misses out on being something big. Highly enjoyable, though.

85-89 What are you waiting for? If a game gets a score in this category, you really ought to treat yourself. You won't be disappointed – PSM2 highly recommends it, and that's the only endorsement you need...

90+ An unmissable gem which should feature in the game collection of everyone reading PSM2. It's a supreme example of its genre and pushes your PlayStation 2 in every respect. You must play this.

›HONEST AND ACCURATE シフヨカノ

PS2 REVIEWS

We review every last PS2 title from around the world – from Japan, America and Europe. Some of these titles that appear in an NTSC format will occasionally not make the transition to PAL and'll only be available on import for use on Japanese or American machines. Each review is clearly marked with its country of origin and, where possible, we always re-review PAL versions of games we've covered on import

If you're looking for a review of a game that's available to buy, and it's not been included in the mag, approach it with extreme caution. Usually this means that whoever distributed it would rather you coughed up the money first and found out that it was absolute arse later. Rely on PSM2 to help you spend wisely.

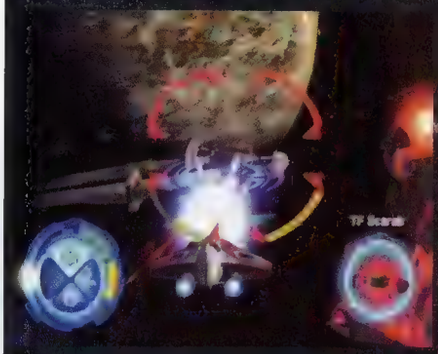
›HONEST AND ACCURATE シフヨカノ

DVD REVIEWS

Every month PSM2 teams up with *Total Film* magazine to review the best of the month's DVDs. We treat extras as a bonus and base our scores largely on the film's quality

DON'T MISS THESE: PS2 REVIEWS

2002 FIFA WORLD CUP KOREA JAPAN 060



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OUT UK APRIL 26

2002 FIFA WOR

"SCRAMBLING AN EQUALISER IN THE WORLD CUP FINAL'S ABOUT

LD CUP KOREA JAPAN

AS EXCITING AS CONSOLE FOOTIE GETS"

INFO

- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  EA Canada
- **PUBLISHER**
  EA
- **GAME TYPE**
  Football
- **PRICE**
  £39.99
- **ESSENTIALS**
  1-8 Players, DualShock 2, Memory Card

DETAILS

- 40 accurately licensed teams – with real player likenesses – including all 32 tournament contenders and eight near-qualifiers such as Scotland and Holland.
- 20 accurately modelled World Cup stadia.
- Authentic World Cup mode, plus Exhibition games.
- Improved passing model, new 'airplay' system and character animations.

STRAIGHT AND ARROW: The free-kick system's the same as always, but star players like Zidane exert more swerve and power.

SLIDE AWAY: Tackling's more precise than ever - the players displaying greater upper body strength - so slide carefully.

Despite a glitzy World Cup overhaul and focus on individual brilliance, EA's cash cow falls just short of greatness. Again.

TOP SCORER: Daniel Dawkins

Great teams need superstars – and *2002 FIFA World Cup*'s packed with 'em. It bristles with Zidanes, Figos and Beckhams and bursts with inspired touches, divine tricks and genuinely heart-stopping last-gasp strikes. Sadly – and something most folk tend to ignore – great teams also need foot soldiers. Players that'll tackle, chase, harry and hoof the ball into touch. By focusing on the Michael Owens, EA've forgotten the Gary Nevilles – capturing the magic, but fluffing the basics. Despite this being the most improved, most satisfying *FIFA* yet to appear on PS2, there's still some work to be done on the training ground.

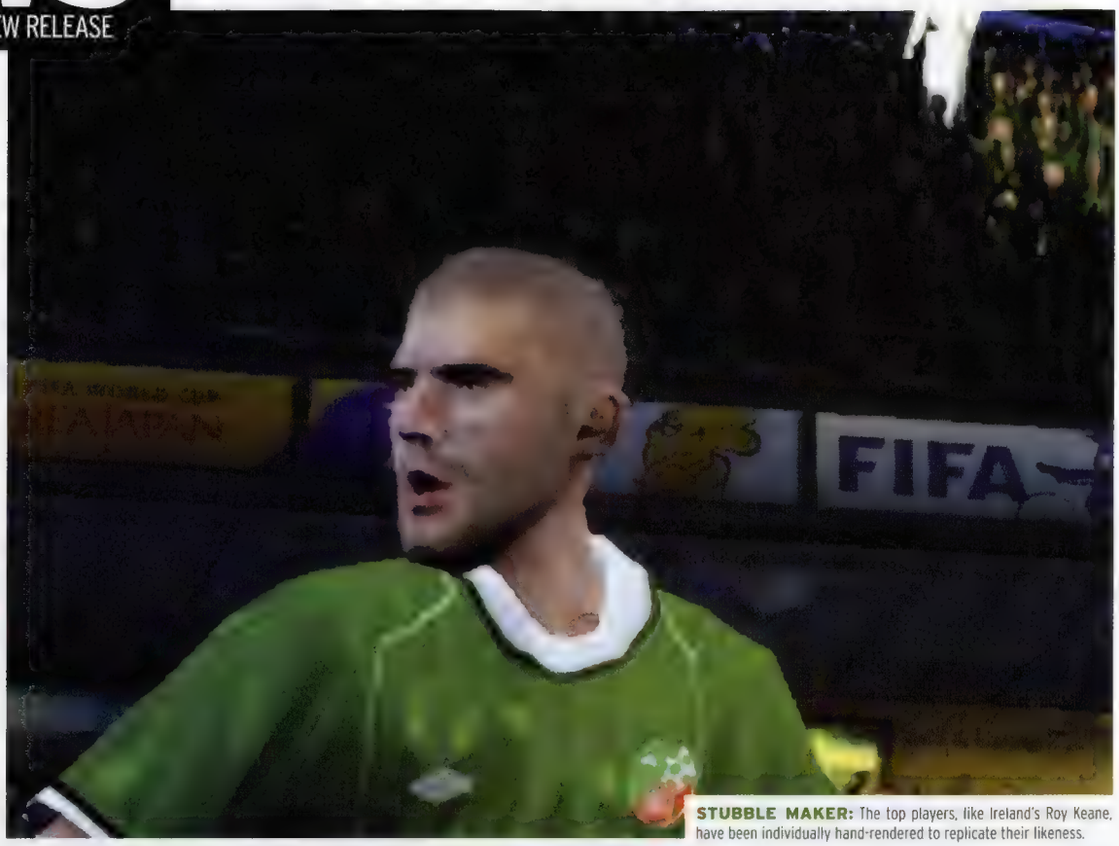
Superficially at least, EA's latest *is* the World Cup. Every team, player and stadium's present in accurately licensed, painstakingly modelled glory. Put simply, England's World Cup destiny – or that of any qualifying nation – rests in your trembling hands. Fixtures are time, date and venue perfect – so when Beckham marches out to face Argentina at the Sapora dome, side-by-side with Veron in a flood of tickertape, screams and flag-waving, it's hard to forget that this *isn't real*. You know it's daft, but it's hard not to feel that mashing the Argies here will make a difference in real-life. As illusions go, it's deceptively – and wilfully – immersive. ▶

REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

FROG MARCH: Shooting's more responsive, so you'll have to carefully judge the keeper's position and steer the ball into the corners.

DOTTY TRAINED: Tap L1 and point the Analogue stick in the direction of your team mates to initiate off-the-ball runs. Neat.



STUBBLE MAKER: The top players, like Ireland's Roy Keane, have been individually hand-rendered to replicate their likeness.

BON MOT'S

As a special gift to fans, EA've have included a series of movies capturing the pain and passion of the World Cup. These provide a genuine insight into World Cup hysteria, bouncing – typically – from the beaches of Brazil to the dusty plains of Africa. Better yet, there's an exclusive chat with John Motson outlining his World Cup predictions, and a pilot episode of the Spheriks – a brain-fuddling cartoon based on the World Cup mascots.

EAR WE GO: TV commentator John Motson's on hand to deliver his World Cup thoughts – in the style of a US presidential broadcast.

SHPERIKAL ERROR: The official World Cup mascots are du[illegible] cartoon series – enjoy the pilot show here.

BECKS TO THE WALL

Every game is time-, date-, venue- and player-perfect – including, of course, England's impending showdown with old rivals Argentina. A holographic World Cup dances over the pitch as Becks and Veron lead their teams out to war. Listen out for babbling Japanese stadium announcers, terse on-pitch chatter and the sweeping strains of the Vancouver symphony orchestra that accompany every goal. If the result goes awry, you can always pick a new England squad from a rota of 40 players and try again. Sven won't be so lucky.

INFLATED HOPES: Naturally, we're treated to an extensive pre-match tour of the indoor Saporo dome.

LINE KINGS: The England team lines up next to the Argies – both squads accurate to the final player.

SEAMAN'S TAILS: Naturally, our Dave sports a [illegible] pre-shot kicks follow a familiar routine.

REF JUSTICE: The key moments are spectacularly [illegible] so we're to consider his decisions.

EX-SCOUSE ME: Gerrard's been given his marching [illegible] player continues to feign injury.

▶ Better yet, the fantasy survives kick off. EA have clearly listened to gamers' criticism and attempted to rectify *FIFA 2002*'s obvious failings. Passing seems slightly crisper, players feel more solid and goalies less prone to Barthez-shaming gaffes. The new incidentals are equally welcome. Defenders clamber over attackers, midfielders stumble and brush past their opponents, while dogged players slide to loop their foot around balls desperately skidding into touch. Initially at least, it feels like a brave sideward step.

The biggest change is the emphasis on star players. Key figures like Gerrard, Rivaldo and Keane possess abilities beyond those of their team-mates. Beckham's passes are faster and will curve around opponents, for instance, while Henry's lightning fast and quick into the box.

The effect's emphasised, but not overpowering, so you can't rely solely on your key men to get you out of trouble.

When a top player takes control of the ball, a little star flashes above his head, and his body shimmers with motion blur when he performs a signature pass, shot or tackle. The star players – like Beckham – are staggeringly realistic, individually rendered to avoid the generic look of folk like Danny Murphy or Kevin Kilbane.

BALL POINT

Passing's based on the fully directional system of *FIFA 2002* – so the ball travels precisely in the direction you push the joypad. Similarly, distance relies on deft button depressions, controlled by a flexible power meter. Theoretically, you can tap L1 to send a team-mate on a surging run, shimmy past your opponent and release an arching 60-yard pass directly onto your buddy's feet. Yes, It can be fiddly, but it rewards practice – directly contrasting the semi-automated long balls of *Pro Evo*.

Sadly, this is where the Gary Neville factor comes into play. Sometimes, you just can't give the easy ball. A team-mate might be stood inches away, but you've still got to align the weight and direction of your pass, killing the flow of play. Worse yet, you've got to wait for players to

CHATTER OF TINY FEET: The pre-match announcer barks in Japanese, but you can also hear the players' shouts mid-game.

IMPACT POINT

Sweden have gone one-up in England's first game – a potentially disastrous result. With moments to spare, Heskey fires a cross into the box. Scholesy scoops it up, turns and fires a shot onto the post. Seconds fleeting, the ball falls to Owen. Thundering forward, the pint-sized hero belts the ball into the top corner. We defy you not to dance around the house flicking V-signs at the TV.

"WHEN BECKHAM MARCHES OUT TO FACE ARGENTINA IN A FLOOD OF TICKERTAPE, SCREAMS AND FLAG-WAVING, IT'S HARD TO FORGET THIS *ISN'T REAL*"

INSIGHT

■ India withdrew from the 1950 World Cup when FIFA told them they had to play in football boots, rather than barefoot. Coincidentally, the 1950 World Cup was the only time when nobody got sent off in the entire tournament.

complete their animation frames between passes, making it difficult to play breezy one-touch football. The problem's partially alleviated by the genius one-two system – where you flick the Right Analogue in the direction of a team-mate, who intelligently gauges the return ball, and passes back – but the system's fundamentally flawed. Noble intentions aside, it just doesn't flow like real football.

Heading suffers equally. After almost five hours' play, we still couldn't rise to the ball with consistency. All aerial moves are context-sensitive, so depending on the trajectory of the ball, you'll either nut the thing forward or chest it down into a shot or pass. But you're never sure what's going to happen. We drilled square balls into the box, begging for a diving header or lunge, only to see our hapless striker chest the freakin' thing down, launch into a time-consuming animation and get caught by a defender. You do improve with practice – the key's in the crossing, not the header – but it never feels *right*. *Pro Evo* might be flawed, but at least it's consistent.

It's all such a shame, because shooting's pretty good, tackling's more robust than ever and the game feels much more *alive*. Scrambling an equaliser in the World Cup final's about as exciting as console footie gets. Every goal's heralded by sweeping gladiatorial anthems, slo-mo replays and tubby dollops of chummy back-slapping. Thing is, it's all a little *too* much. Two-player games occasionally descend into virtuoso feats of dribbling and nonsense showboating. Due to the frustrating passing system, it's easier to leg it up the pitch, than risk an obvious three-yard pass.

EXTRAS TIME

Every time you win the World Cup – which'll take about 30 minutes on the default Beginner level difficulty – you're rewarded with new teams and secret extras. The only way to enjoy a more challenging contest is to crank the difficulty up to Professional, but either way, you only receive the same extras. The commentary's slick, but lacking passion. Andy Gray blurts out random stats like he's mulling through a Rothman's quiz book, occasionally pausing to take sips of coffee.

If you're a football nut, willing to ignore the frustrating flaws of an essentially good game for an instant fix of World Cup fever, this'll do nicely. However, once the furore of Korea/Japan dies down, you'll be left itching for a deeper, more rewarding challenge. EA've have taken this current *FIFA* engine to its natural conclusion, and without a radical tactical shakeup, could be left facing relegation. Once again, *Pro Evo* rules the PS2 footie roost like Man Yoo – due, in part, to the failings of its rivals. **PSM2**

Electronic Arts' World Cup campaign kicks off on April 26th.

STAR SEARCH: The key players are identified with a star, and have a much greater chance of picking out their team-mates' runs.

KINKLADZE'S CHOICE

1 **PRO EVO**
Sheesh, Konami's divine multi-player footie-fest is so far ahead of the pack, we're almost *bored*.

2 **2002 FIFA WORLD CUP KOREA JAPAN**
Nearly great. But "nearly" never won the World Cup.

3 **THIS IS FOOTBALL 2002**
An enjoyable – if unspectacular – blast of grass-roots footie. Great customisation options.

PSM2 VERDICT

GAMEPLAY
+ Instant, ludicrous thrills. Smart touches.
- Annoying passing. Odd ball movement

GRAPHICS
+ Great stadiums, likenesses and animation
- Wobbly edges and – eek – slowdown

SOUND
+ Rousing classic themes, great player chatter
- By-the-numbers commentary

LIFESPAN
+ Lots of extras, five difficulty levels.
- You can win the cup and that's it.

OVERALL
A briefly intoxicating affair that, like the World Cup, may well disappoint. The focus on individual flair stifles a classic team performance.

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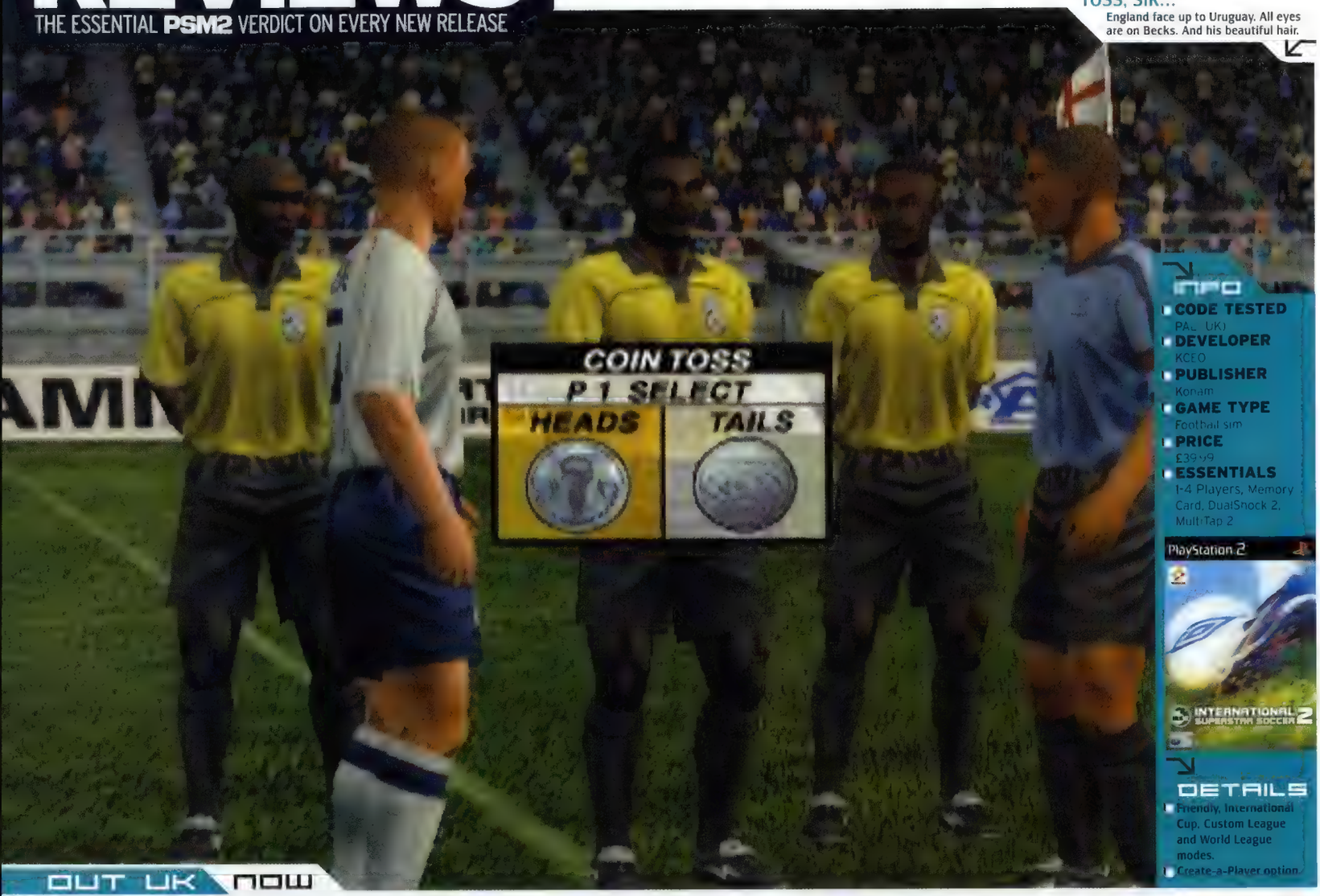
OFF THE POST



TOSS, SIR...
England face up to Uruguay. All eyes are on Becks. And his beautiful hair.

INFO
- **CODE TESTED**
PAL (UK)
- **DEVELOPER**
KCEO
- **PUBLISHER**
Konami
- **GAME TYPE**
Football sim
- **PRICE**
£39.99
- **ESSENTIALS**
1-4 Players, Memory Card, DualShock 2, MultiTap 2

PlayStation 2

DETAILS
- Friendly, International Cup, Custom League and World League modes.
- Create-a-Player option.

OUT UK NOW

ISS2

Konami tops the table with one footie game – but another faces relegation.

REVIEWER: Jonathan Bryant

MAN ON: The combination of large players and odd camera angles means you don't see much of the pitch, making passing a nightmare.

PS2 only has one good football game, right? Well, that's what you might be led to believe when reading the majority of the games press. The truth of the matter is there've been at least three worthy PS2 football titles, it's just that *Pro Evolution Soccer* gets talked about a lot more as a comparison or benchmark. The downside of *Pro Evo*'s meteoric success is that other, perfectly decent, titles are passed off as rubbish just because they don't aspire to the same exemplary gameplay model.

This is somewhat unfair. Not all gamers are after the kind of purist football that *Pro Evolution Soccer* deals in. Some of us would prefer to see non-stop action, lots of goals and spectacular finishes – not a miserable nil-nil draw after 90 minutes of gritty midfield battling.

The truth is, realistic football can actually be rather dull. What would you rather watch – a rerun of the classic goal-a-minute England vs Holland game in the 1996 European Championships, or see Walsall draw with Portsmouth in a mid-table league game? Exactly.

That's why the *FIFA* series has always sold so well and why *ISS2*'s predecessor, *International Superstar Soccer*, was lauded with such high praise. If *ISS2* had managed to be the arcade answer to *Pro Evo*'s sublime simulation, as has often been touted, then it could well have been a must-buy purchase.

But *ISS2* simply isn't good enough. At the most fundamental level, the intelligence of CPU-controlled players leads to the most cynical football you can imagine. Playing at the normal level, CPU teams simply hit and run, and only ever seem to score from set pieces. This is partly because it's so easy to tackle whoever has possession, leaving free kicks as one of the few opportunities to get a clean strike on goal, and

INSIGHT

There's a slew of football games heading our way over the coming months. EA's *FIFA 2002 World Cup* (reviewed on pg60) will have all the correct teams, strips and stadiums for this summer's event. On a completely different tack, Midway's *Red Card* looks to be a serial hacker's wet dream.

IMPACT POINT

As also featured in *Pro Evolution Soccer*, *ISS2* has managed to squeeze in a comprehensive player editor. Once you've finished recreating the entire likenesses of the 11 men of your local Sunday League team, you could even make a version of yourself. Sadly, the Beer Gut option's missing.!

STUCK IN A CORNER: The bizarre power meter means the chances of the ball going where you want it to are virtually zero.

also down to the 'keepers being so unfairly difficult to beat, even from point-blank range.

There's very little skill or tactics involved in putting the ball around the pitch. Hitting the pass button always sends the ball straight to the nearest player (not always what you want) and, when dribbling, the ball stays securely glued to a player's boots. This is to be expected in an arcade football game, but in *ISS2* players are unable make the most of such advantages as the playing field is always so crowded.

Whether this is because the pitch is too small, the players are too big or the camera angle is just plain wrong, the effect is that passes just ping around the pitch with an inherent lack of control. When dribbling you invariably end up running around in circles, trying to get past not only the opposition's players, but often your own team-mates, too. The camera angle also makes it difficult to judge where to place long balls and renders the 'pinpoint pass' (*ISS2*'s through ball) inaccurate – your other players rarely run into useful positions, and even if they have, it's unlikely you'll see them.

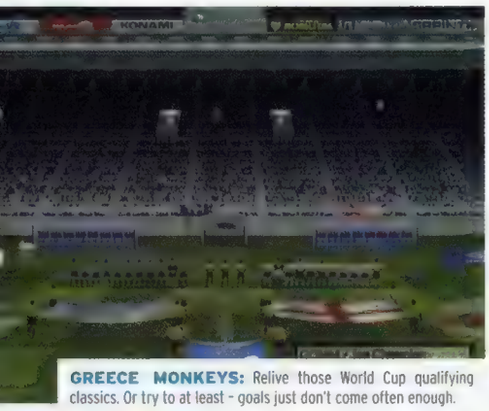
If this was, as we had hoped, a more arcadey *Pro Evo*, it would have been treated with that in mind. Instead, *ISS2* just makes for very ugly, predictable games of football, inadequately achieving either an arcade or sim style of play. Other more promising aspects don't hold up for long enough to lift the game.

Take the commentary, voiced by John Champion and Mark Lawrenson. It may offer slightly more useful insight than most football games, but after a while you'll realise there's just *too much* of it. As John Motson once said, it's not what you say in commentary that matters, it's knowing when to shut up. Saying 'devastating' three times in the same sentence would just about be forgivable – if the commentator wasn't talking about a team that had just won three-nil.

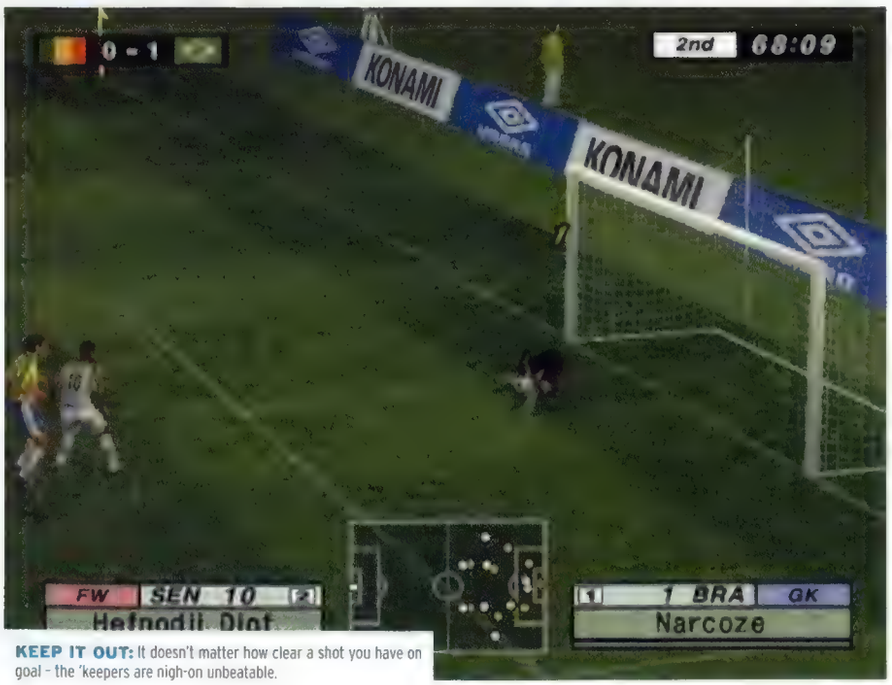
In *ISS2*'s favour, the players are well animated, particularly when heading the ball or stumbling after being caught by a challenge. The sound is good, with a satisfying ball thump and atmospheric crowd noise, and the addition of in-game referees and linesmen, although purely cosmetic, is something *Pro Evo* could do well to consider in its next incarnation.

If anything, *ISS2* proves that there are still only two good footie games on PS2 – *2002 FIFA World Cup* and *Pro Evolution Soccer*. It's a missed opportunity that *ISS2* didn't try harder to fill the gap and become the third **PSM2**

Pheeep! ISS2's in the shops now



GREECE MONKEYS: Relive those World Cup qualifying classics. Or try to at least - goals just don't come often enough.

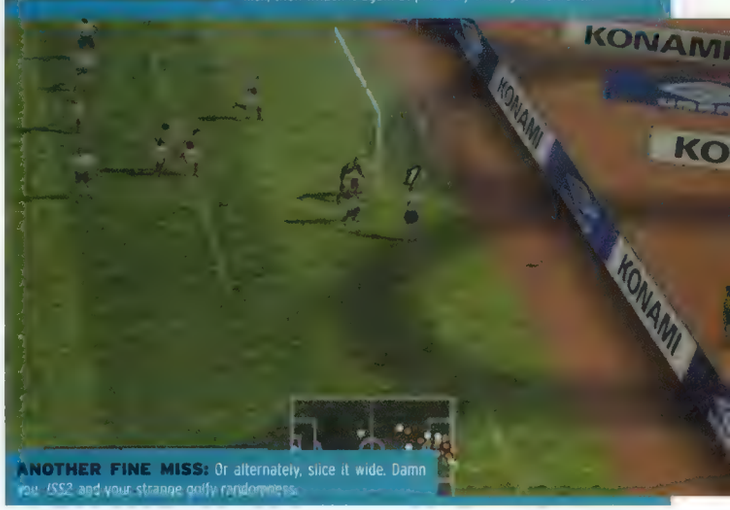


KEEP IT OUT: It doesn't matter how clear a shot you have on goal - the 'keepers are nigh-on unbeatable.

VIRTUALLY GOLF

In *International Superstar Soccer*, free kicks and corners were taken using a device not unlike *FIFA*'s arrow system. You pointed the arrow in the desired direction, set the level of power, and hoofed the ball. It worked just fine. So why *ISS2* has been cursed with a strange, golf style swingometer, which simply adds plenty of opportunity to shit it all up, is beyond us. After you eventually get used to pressing two buttons to take one kick, you'll hopefully remember that you're in the middle of a football stadium, rather than teeing off at the 16th hole.

FORE: Carefully set power... the direction... and let fly with the kick, then whack it again at precisely the right moment...



ANOTHER FINE MISS: Or alternately, slice it wide. Damn you *ISS2* and your strange golfy randomness.

GORAN'S CHOICE

1 **PRO EVOLUTION SOCCER**
You know the drill by now... we're *still* playing it and it just gets better every day. It's PS2's footie sim of choice.

2 **2002 FIFA WORLD CUP**
Great presentation, arcade thrills and lots and lots of goals.

3 **ISS2**
Full of promise, but delivers a poor performance. We're sick as parrots.

PSM2 VERDICT

GAMEPLAY
+ Crossing is very effective
- Far too many frustrating niggles

GRAPHICS
+ Recognisable players and decent animation
- The pitches' texture is more carpet than grass.

SOUND
+ Life-like sound effects and crowd noise
- Annoying 'learning program' theme music

LIFESPAN
+ The multi-player mode will prolong play for a while
- It's just not good enough to warrant extended play

OVERALL
It should've been different. But in such a fiercely competitive market, a below-average game like *ISS2* was always going to struggle.

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HULL CITY

OUT UK NOW JAPAN NOW

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** SCEI
- **PUBLISHER** EIDOS
- **GAME TYPE** Buzz em-up
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- 12 levels, all set within the Yamada household.
- Switch between Stealth and Battle modes.
- 'Clever' use of Emotion Engine (cough), as the irritation of constant mozzie bites drives family members to take it out on each other.

HAIR WE GO: When it all goes a bit pear-shaped, Mr Moskeeto is asked to head for 'inappropriate' areas of the Yamada family. Nasty.

ROOM WITH A VIEW: A couple of different camera angles attempt to help you to get around more easily. All but one fail.

MR MOSKEETO

Stop doing whatever you're doing, stop talking, in fact, hell, stop the presses – it's *Mr Moskeeto*.

REVIEWER: Tim Weaver

You can see the reasoning behind Eidos throwing cash at weird and wonderful Japanese games. But you can't really see the reasoning behind them throwing cash at *Mr Moskeeto*, a game so dull and disjointed it'll probably do the opposite to what it's supposed to, and successfully persuade Westerners they were better off *without* 40 quid's worth of Oriental crazy-face gaming in the first place.

The premise is simple and endearingly freaky: you're a mosquito and you have to see out the harsh Japanese winter by sucking the blood of the Yamada family. Of course, it's not just a question of getting yourself onto (and under) their skin – you also have to annoy them by, erm, turning lights on and off and whacking up the volume on their stereo. The main thing to concern yourself with, though, is piercing their skin and drinking their blood. Speed up, go in for the kill at a pre-determined location and then start sucking, slowly rotating the analogue nipple to meet the level's blood 'requirement'.

And that's it, really.

Across 12 stages, as you can probably imagine, this gets increasingly and depressingly dull – in fact, although at PSM2 we pride ourselves on completing games before we hand out a verdict, we just couldn't face the prospect of working our way through *Mr Moskeeto*. Especially when it became quickly apparent that the only thing to break the monotony was the appaling voice 'acting' and the Battle mode, where you irritate one of the family so much they actually face off against you.

Doesn't sound particularly exciting, you might be saying. And you'd be right. But it does at least offer some juvenile amusement, as the only possible way you can calm them down is by 'stinging' them in unusual – and largely inappropriate – areas of their body. Breasts, for instance. Or, in the case of whining teenager Rena, the area between her... well, her leg-sticks.

If you do persist with the game you'll find yourself surprised at a few nice touches, such as the thermals created by air conditioning units on stage seven. But even here things soon crumble, as the controls simply aren't good or flexible enough to handle normal, air current-free levels, let alone levels where you're having to contend with gusts of wind.

To make matters worse the turning circle's bloody *huge*, making inch-perfect manoeuvring impossible – the camera isn't much of a help either, catching on walls and shifting uneasily.

Fact is, the only thing *Mr Moskeeto* really has going for it is its Japanese quirkiness, and most of that's been lost in translation. Aside from that, it's a half-decent idea executed unexcitedly and, in places, outright poorly. And at 40 big notes it's fairly hefty when you consider you can go and get *Metal Gear Solid 2* for around the same price.

Plenty of sting, then, but no real bite. **PSM2**

Mr Moskeeto is already irritating UK gamers

"ACROSS 12 LEVELS, *MR MOSKEETO* GETS INCREASINGLY AND DEPRESSINGLY DULL"

MALARIOUS: He might be orange and blue, but Mr Moskeeto doesn't beat around the bush when it comes to spreading disease.

INSIGHT

***Mr Moskeeto* is part of Eidos' Fresh Games range – a sackload of Jap-developed games they've dragged over here to give Western gamers a taste of the craziness that their Japanese counterparts frequently enjoy. *Mr Moskeeto* made the Top 10 in Japan – what's the betting it *won't* be doing the same here?**

MAVERICK'S CHOICE

1. **ACE COMBAT 4** The series has been around for donkey's, but this is *probably* the best outing yet.
2. **SKY ODYSSEY** We've got a weakness for this, especially as it's neither demanding nor mission-led.
3. **MR MOSKEETO** Not *technically* a flight sim but, then, not technically anything. This comes a distant third.

PSM2 VERDICT

GAMEPLAY
+ Passably odd premise, some nice ideas
- Dodgy controls, rubbish camera, rapidly dull

GRAPHICS
+ Mr Moskeeto himself looks alright *Ish*
- Rubbishly basic visuals, terrible character animation

SOUND
+ Enjoyably inappropriate jazz score
- Crushingly awful speech. Nadger-numbing scripting

LIFESPAN
+ Odd, and therefore entertaining for a while
- The same idea repeated and repeated and repeated

OVERALL
Everyone likes odd, but no-one likes odd, boring and average. *Mr Moskeeto*'s more concerned with being strange than being fun.

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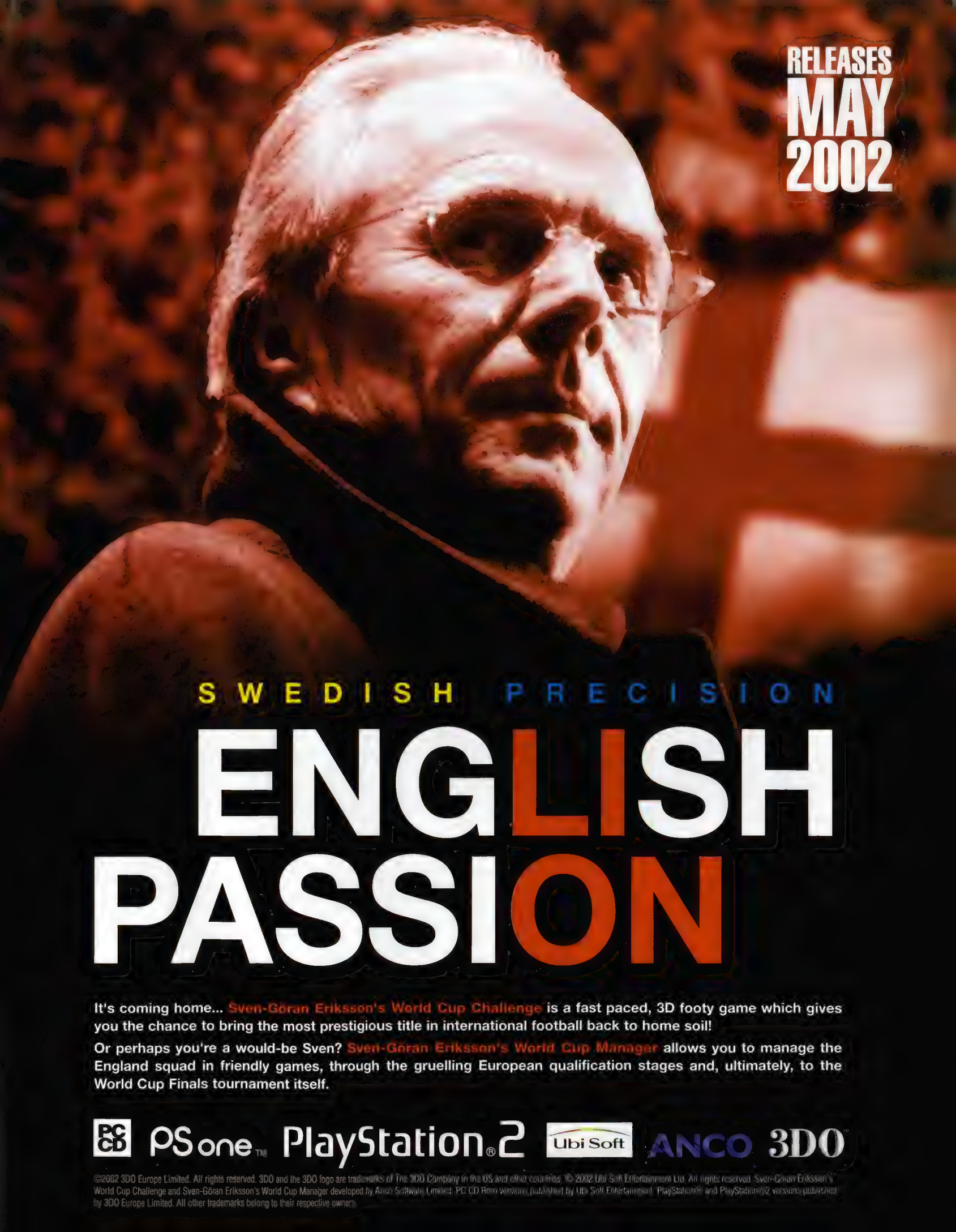
BUG-A-BOO HISS



It's coming home... Sven-Göran Eriksson's World Cup Challenge is a fast paced, 3D footy game which gives you the chance to bring the most prestigious title in international football back to home soil!

Or perhaps you're a would-be Sven? Sven-Göran Eriksson's World Cup Manager allows you to manage the England squad in friendly games, through the gruelling European qualification stages and, ultimately, to the World Cup Finals tournament itself.

PC CD PSone™ PlayStation®2 Ubi Soft ANCO 3DO™

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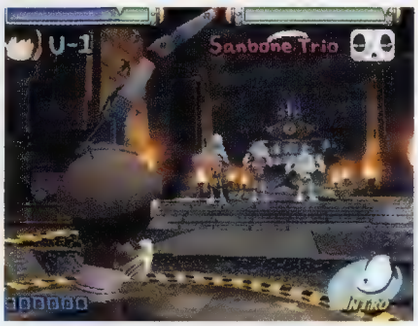
INFO
- CODE TESTED: PAL (UK)
- DEVELOPER: Koei
- PUBLISHER: THQ
- GAME TYPE: Bemani
- PRICE: £39.99
- ESSENTIALS: 1-4 Players, DualShock 2, MultiTap 2, Memory Card.

DETAILS
- Nine levels, ten songs. 12 playable characters for the Versus mode.
- Theatre, Collection and Versus modes.

THE PERFECT STRUM: Complete the lady-serenading round, and U-1 lulls Kirah off to sleep with his gentle plucking. Aww.



BONE DEAF: The xylophone skeletons rely on rapid dodging - feeling the beat's absolutely crucial to success.

GITAROO MAN

Teeny Brian May saves the universe with a killer twang and finger-knotting combos. It really could happen.

REVIEWER: Joel Snape

Tired, hollow-eyed and dehydrated, team PSM2's been known to get a bit dispirited after deadlines. When all we want is to drink tea and sit in the sunshine, that great teetering pile of tatty licenses, half-arsed sequels and brown, brown RPGs invites nothing but brooding resentment. But then, in strolls *Gitaroo Man*, straddling the line between madness and genius with his cereal-box heroism and J-Pop exuberance. And we remember why we love games again.

The plot's your basic *Parappa* paradigm – snivelling wet goober transcends social difficulties through the power of music, nicks school bullies' girlfriend and saves the planet. Intersperse this with smatterings of pop philosophy, bung in a bear clattering a pair of cymbals and you've got the bemani equivalent of quality Saturday morning kids' TV.

The diversity of music's inspired – later stages range from a drum 'n' bass battle with a shark to an acoustic moonlight serenade. But the key to *Gitaroo*'s appeal's the sense of active participation. Only the Guard phase of each song – where our hero evades attack with abrupt plucks and squeals – relies on the traditional bemani dynamic, requiring you to match symbols as they speed toward the centre of the screen. In the Charge and Attack phases, holding ◎ and tracking the pitch line with the left Analogue stick plays longer riffs. It's an intuitive system – ▲ and ◎ always correspond to high and low notes, meaning that if you're listening to the rhythm, sudden rushes of symbols become much less daunting.

Note-bending's mirrored by the pitch line, volume's governed by the accuracy with which you hit the beats – so a perfect wail crashes into the backing track with satisfying clout. The final, boss-destroying crescendo's an uplifting experience – more so because the game's *brutally* hard.

Good enough grades are rewarded with extra characters for the Versus mode, a duelling banjos-style standoff between up to four players. The interactive quality of the music's at its best here – a stumbling match between two sausage-fingered novices leaves the aural landscape nearly empty, but vicious duels are accompanied by a crowd-pleasing torrent of noise and flashing lights.

The sole downer's the repetition. Where *PaRappa* allows improvisation on the basic beat, *Gitaroo*'s songs are always the same.

That said, Expert mode's hard enough to keep anyone happy for ages, and every song bears repeated listening well.

At 20 quid, this'd be an essential purchase, but the full price tag's just greedy. Get it in, complete it, play it like mad until you're utterly sick of it, show it to your mates and swap it for something else. Easy. PSM2

Gitaroo-man's brightening up the games shelves now...

AXE EVASION: Complete the game, and you unlock Kirah as a playable character. Her riffs aren't as good as U-1's, mind.

INSIGHT

- *Gitaroo Man*'s zippy visuals are provided by 326, otherwise known as Mitsuru Nakamura, multi-talented Japanese artist and the musician-savant behind J-Pop 'classic *Tuesday Morning*...

MARIACHI'S CHOICE

1. **GITAROO MAN** – Rhythm action the way it should be – bright, inventive, and completely out of touch with reality.
2. **PARAPPA THE RAPPER 2** – Similarly captivating Japanese madness, hampered by a one-note control system.
3. **SPACE CHANNEL 5** – Stylish but frustrating – still the only decent dancing option in the UK. Until *Britney*...

PSM2 VERDICT

GAMEPLAY
+ So you *can* try new things in rhythm games. More, please.
- The try, fail, try, fail, try, pass system's occasionally tedious

GRAPHICS
+ Incredibly stylish, with loads of incidental detail.
- The rhythm line tends to get lost on the backgrounds.

SOUND
+ Brilliant – everything from reggae to electric xylophone
- Well, the acoustic serenade's a bit on the John Denver side...

LIFESPAN
+ Expert mode's hardly necessary – and two-player's a hoot
- Shame you can't ad-lib on top of the basic riffs

OVERALL
Not crucial to your existence – but if you aren't charmed by *Gitaroo Man*'s boundless enthusiasm, you're a joyless miser.

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TER-RIFF-IC

OUT UK NOW

LAKE MASTERS EX

Midas take on the might of THQ's *Bass Strike* and find themselves sucking duckweed.

The poor small-mouthed bass. The coarsest of coarse fish – it's practically inedible and yet the chosen quarry of many an American fishing tournament. To look at, it's a muddy relation to the common goldfish and, in a world of Marlin and spear guns, it's a constant amazement to us why this scaled simpleton gets all the games coverage.

So, what about *Lakes Masters Ex*? Well our advice, if you're interested in fishing titles, is steer clear. Unlike THQ's well-stocked *Bass Strike*, this game has no bemani-style analogue reeling, no motor boat driving distractions (you perpetually hover over the three available lakes like a disembodied ghoul) and no imperative to pack up your kit and head back to the weigh station before your time runs out. What you do get for you money is the ability to upgrade a private lake and a CD full of strange, rattling sound effects that'd be more at home in a kindergarten music box.

Clock the Renderware logo during the intro and you might be tempted into a visual sense of security. Don't be fooled, though. The graphics are basic at best, with the highlight being the animations of the bass – pulsating gills 'n' all.

On the upside, there are five tournaments to tackle plus a price point that's instantly seductive. But when everything boils down to a badly-laid-out results table and a minuscule trophy for your virtual mantelpiece, you'll find yourself asking whether you can really be arsed. Looking for an angle? Stick with *Bass Strike*. **PSM2**

SPEED DOPE: The intro's the only time you get a good look at your boat. In the game proper, you appear to walk on water.

OVERALL
It may be half the price of *Bass Strike* but it's half the game as well. This really wasn't worth the time and effort of anyone involved.

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SOGGY

POOL SHARP: Open lakes, dress them with scenery and enter the 'free fish' mode. If you can be bothered.

CAST OF THOUSANDS: At least with *Lake Masters*, using the right lure does increase your catch rate.

OUT UK NOW

TOP ANGLER

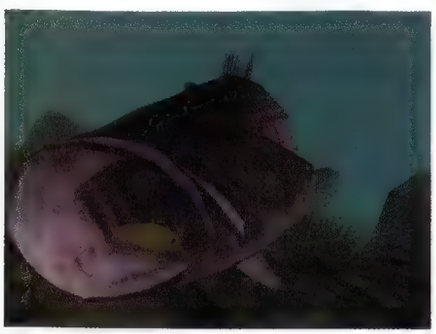
Just when you thought it was safe to go back in the water... Yup, it's another fish food farce.

Straight up, this instantly looks a damn sight tidier than Midas' effort. It's cleaner, less dowdy and packs some realistic weather effects. The problem is, it plays like a damp dog. It might have the added pizzaz of a swing-ometer that measures the force of your cast and a zoom function that attempts to stand in for an underwater camera, but that's it.

If you're looking to buzz about in a boat, trying to locate the best spot, go fish. All you get here is a chance to trawl up and down the one bank vainly looking for something largish to dangle your latest unlocked wibbler in front of.

Fishing games work because they play upon your desire to find that perfect combination of the right lure for the current conditions and breed of fish. And decent ones actually allow you to discover this arcane combination – cue a livewell bulging with prize catches. In *Angler* you're never certain you've got it right as everything descends into a sequence of cast, change lure, wait, change lure, cast again, pick up biro scrawl 'save me' on forehead, change lure... Then, when you do finally get a bite, you're left staring at an obscure tension bar wondering which flashing colour means your line's about to break.

In fact, the only saving grace we can find is that, for an extra 20 quid, you can actually play this with Interact's rod controller. A big enough lure for you to part with £39.99? Thought not. **PSM2**

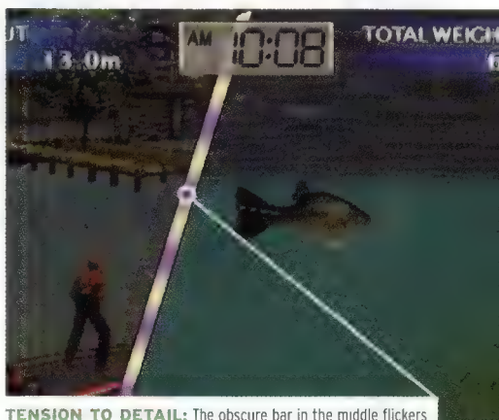


GOB LOT: Getting a bite is a rare thing indeed in the early stages of *Top Angler*. Landing the wide-mouthed fool is another matter.

OVERALL
For this kind of money you could get a couple of decent Platinum titles. So why would you waste your moola on this?

22

MAGGOT-RIDDEN



TENSION TO DETAIL: The obscure bar in the middle flickers like a mentalist when your line's too taut

TIDDLY FINKS: Nothing for ages and then the major stress of landing another sardine. Definitely one to throw back. Again.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Jester Interactive
- **PUBLISHER** Jester Interactive
- **GAME TYPE** Racing
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- Five League Championships.
- Eight unlockable trucks.
- Damage and black flags included.

DAMAGE URE: Bash into trucks and debris'll start to litter the track, but in reality damage has little importance.

WHEEL NICE: The first-person mode adds a slightly better sense of speed. It's still pretty sluggish and dull, though.

OUT UK now

SUPER TRUCKS

Lorry racing could've delivered articulated mayhem, but just ends up being trucking dull. REVIEWER: Joel Snape

The thought of careening around a race track in a super-powered five-ton truck is an appealing one. OK, you can expect the handling to be slightly sluggish, and it's never going to have quite the adrenaline rush of *Gran Turismo*. But the sense of power and sheer bone-shaking thrills should compensate, surely? Alas, there is one fundamental problem with *Super Trucks* – a strict speed limit of 100mph.

Yes, no matter how much the machinery is tuned and the engine enhanced, the cabs can never go above this paltry pace. Watch the Super Trucks league on Eurosport and it can be mildly exciting as the speed limit places a greater emphasis on canny overtaking and swift manoeuvres. But in the videogame it just results in a listless sense of speed and stodgy gameplay. Granted, the cabs can go a touch over the official speed limit (as much as 200kph (124mph) – grrrreat! But as you can imagine, it all gets about as exciting as a bag of spanners.

ENTER THE WAGON

The lack of sophistication, in terms of handling and braking, is execrable. Had Jester gone down the simulation route, this could have been something very special indeed. But as it stands the racing consists of pummelling it into a corner and braking at the last minute – even using other trucks to buffet you around – then accelerating into the lead. The challenge is minimal and the comfortable framerate sleep-inducing. Motorway insomnia bumps would have made a welcome addition to the sides of the tracks.

All the predictable options, such as Quick Race, Championship, and Arcade are present and correct, and in its defence the game is technically competent. Indeed, fans of the sport will no doubt get a few good hours of entertainment unlocking all the trucks and later Championship leagues. But with so many better driving games on the market this just smacks of racing by the numbers. Most will be better off steering well clear of this overweight and ponderous piece of design machinery. PSM2

PAIN IN THE GRASS: Veer on to the verge and your truck will begin to sway from side to side, seriously damaging your race hopes.

INSIGHT

Jester Interactive, responsible for the innovative *Music* series, have taken the brave step to publish their own games. Unable to afford big licenses, they grabbed the rights to Super Trucks. It might have been an inspired move if the game wasn't so insipid.

FLAGGING FORTUNES: Ram opponents and the martials're likely to bring out the black flags, giving you a time penalty.

TRUCKER'S CHOICE

1. **BURNOUT** No lorries to drive, but there're plenty of them to avoid in Climax's dangerously addictive PS2 racer.
2. **SUPER TRUCKS** Racing within a speed limit = limited appeal. One for long-distance drivers only.
3. **18-WHEELER** Sega's articulated road racer is great in the arcades with the huge steering wheel, but too pedestrian without it on PS2.

PSM2 VERDICT

GAMEPLAY
+ Solid League and Arcade modes.
- Slow and ponderous action

GRAPHICS
+ Decent draw distance and well-modelled scenery.
- If you've seen one bland race track you've seen them all.

SOUND
+ Well, at least the noises are all in the right places
- Tinny engine notes make vehicles sound like lawnmowers

LIFESPAN
+ Plenty of leagues and trucks to unlock.
- The game is so bland you might not want to bother.

OVERALL
A misguided attempt to bring something new the racing arena. Will only appeal to serious Super Trucks enthusiasts.

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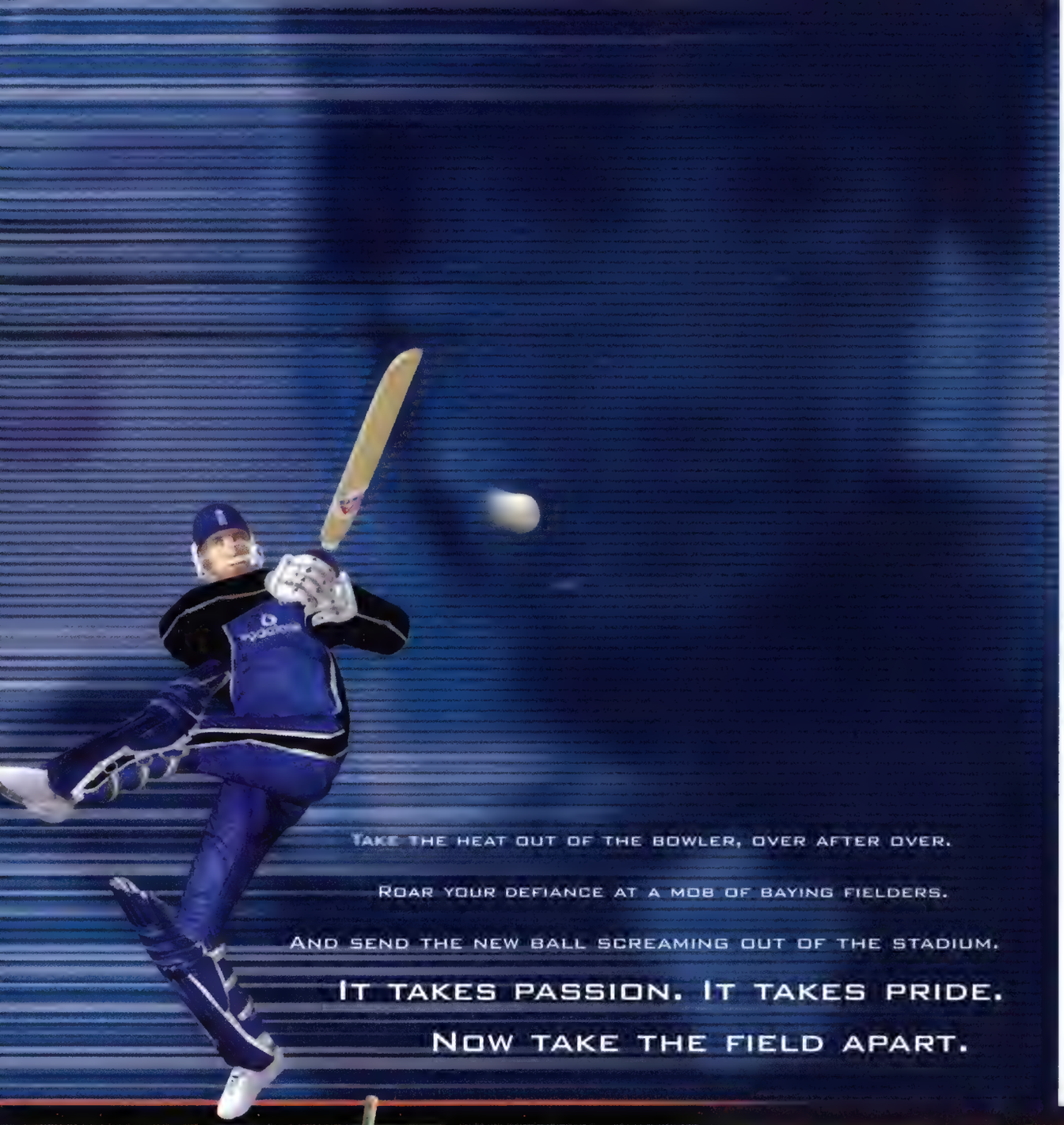
LUMBERING



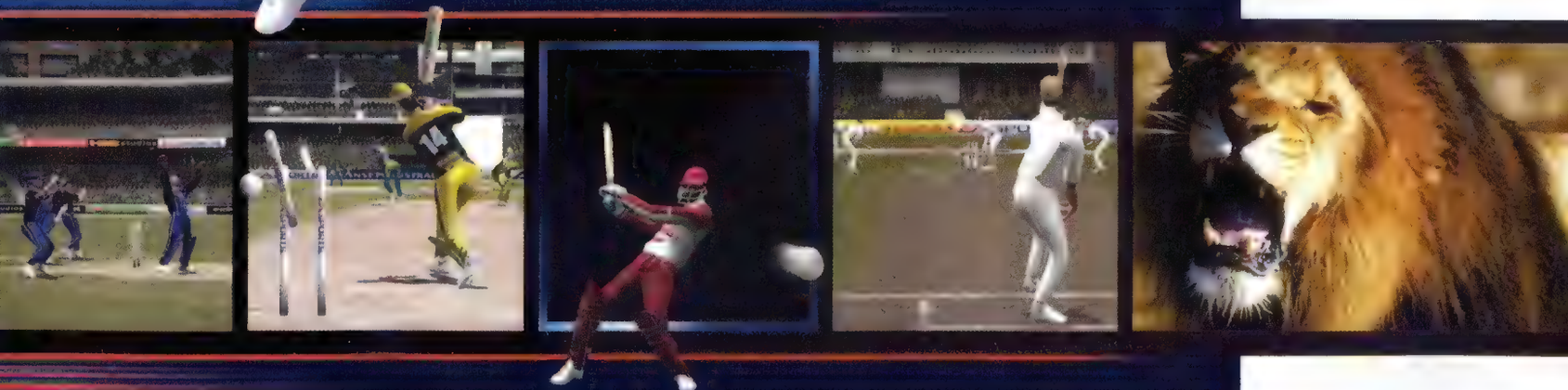
TAKE THE HEAT OUT OF THE BOWLER, OVER AFTER OVER.

ROAR YOUR DEFIANCE AT A MOB OF BAYING FIELDERS.

AND SEND THE NEW BALL SCREAMING OUT OF THE STADIUM.

IT TAKES PASSION. IT TAKES PRIDE.

NOW TAKE THE FIELD APART.



EA SPORTS

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PlayStation.2

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BEETLE JUICY: Scarab Fighters nipping at your wings, a Dropship to be taken down, laser blasts everywhere. Brilliant.

OUT UK NOW

STAR WARS: JEDI STARFIGHTER

With Episode 2 ready to roll, LucasArts deliver another tie-in. Have they been greedy and turned to the dark side? **REVIEWER:** Joel Snape

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** LucasArts
- **PUBLISHER** Activision
- **GAME TYPE** Shoot-em-up
- **PRICE** £39.99
- **EXTRAS** 1-2 Players, DualShock 2 Memory Card

DETAILS

- Take to the skies in a variety of ships for 15 separate Story mode missions set in the episode 2 timeframe.
- Co-operative two-player mode option for the Story missions.
- A fleet of bonus craft to unlock, along with tasty LucasArts extras and gameplay additions.
- 40 new Force Powers for budding Jedis to master – Force Shield, Force Lightning, Force Reflex and Force Shock Wave.

FORCE FED: Here you are, bombing towards the ground taking out Hex missiles with your Force Lightning. Sold? We were.

So here it is, the follow-up to the universally (ho ho) popular *Star Wars Starfighter*, one of the most engaging titles in the first wave of PS2 games, and now available for a Platinum pittance. But if you already have your Starfighter license, is it worth shelling out the 40 Imperial Credits needed to upgrade to Jedi status? The answer's a crazy *sort of*.

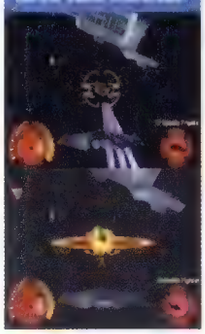
Jedi Starfighter takes the finely tuned engine of the first game and tweaks it with a hyperdrive spanner. Graphically things have sharpened up, and the action whips along much more swiftly and smoothly. There is occasional slowdown though, especially in the two-player levels.

Thankfully, LucasArts have included several gameplay enhancements, including a heap of

PAIR SHAPE: The co-operative mode is a welcome inclusion. Some missions have you in the same craft, one as pilot, the other as gunner.

IMPACT POINT

[redacted]



new secondary weapons, the all-important Force Powers and, as already mentioned, a split-screen two-player co-operative mode. It's packed with goodness, although you can't help feeling it could have pushed things even further.

Unusually, considering the game's released before the film, it's set in the same era as Attack of the Clones, with plots and characters overlapping. Playing as a young female Jedi named Adi Gallia, you take the helm of a prototype ship developed by the Jedi to battle the Trade Federation.

The pivotal task to complete over the course of the game is to halt the development of a deadly viral weapon called Hex (think the power of the Death Star but in green droplets of gas). The story is a load of hokey Star Wars nonsense, but it hangs together well and develops nicely to give some meaning to the non-stop blasting.

But non-stop's not always a good thing. The first game suffered from a touch of repetition sickness, and the same could be said of its sequel. You shoot things until someone congratulates you, and advises you to shoot something else. But there's a discernable improvement in *Jedi Starfighter*'s structure.

The missions are divided into two categories – outer space and planet-based – and are further split between offensive and defensive duties. Whichever scenario you're in, the action is relentless. One minute you're taking out the gun turrets on a Trade Federation base, the next you're hustled over to tackle an incoming squadron of Droid fighters. If you've played the first game, it all feels very familiar. But there's never a dull moment when the mechanical mobsters are in town.

Although the main story falls way short of epic – you'll never *truly* care about Nym and the rest of them – coaxing you back for another blast are some cracking special features. These are unlocked by successfully completing bonus and hidden mission objectives. Tasty morsels for a second sitting include concept art and trailers. You can also get your paws on a TIE Fighter and Jango Fett's ship. But the X-Wing, with its immaculate handling and four wing-mounted laser cannons, has to be the tastiest reward.

Despite being a little too brief, it's hard to grumble too much about *Jedi Starfighter*. There's enough variety in the landscapes, the ships and the mission goals to stop you getting too fed up with the basic repetition, and there's a pace and urgency that never fails to get the sweat pricking behind your visor. Would we get this if we already had *Starfighter?* Truthfully? Only if we were mad for Star Wars. Which we are. It's bigger, better… but too similar for some. **PSM2**

Star Wars Jedi Starfighter *is out now.*

LUKES OF HAZZARD: The Skywalker GT+ punches great firey holes in both droid fighters and space stations alike.

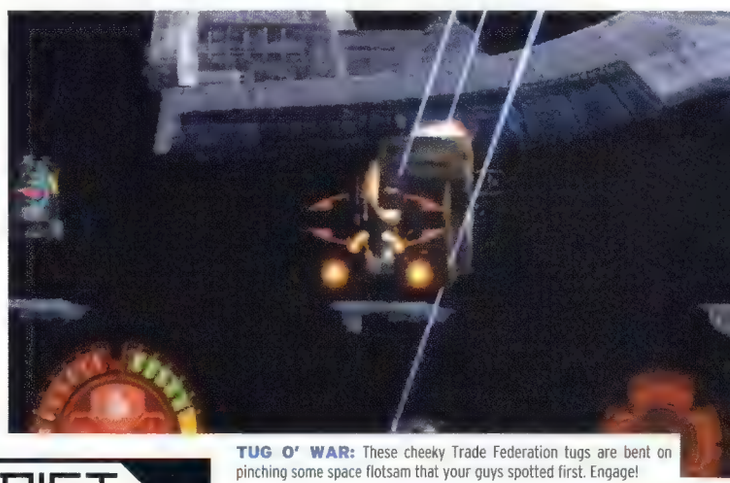
SPACED OUT: The outside cockpit view is more pleasing on the Jed-eye, but slightly disorientating when using the zoom function.

STAP-LE DIET: Those spindly scooter-riding droids are back for Episode 2, and you'll have to fly dangerously low to tackle them.

"THE X-WING, WITH ITS IMMACULATE HANDLING AND FOUR WING-MOUNTED LASER CANNONS, HAS TO BE THE TASTIEST REWARD"

INSIGHT

The sense of tension and impending doom you'll feel during the game is aided by the constant worried chatter from allied ships and also a rousing score by John Williams. He's been nominated for 41 Oscars™ and is the doting father of Nina and Anna and Robbie.



TUG O' WAR: These cheeky Trade Federation tugs are bent on pinching some space flotsam that your guys spotted first. Engage!

JEDI COUNCIL'S CHOICE

1 **STAR WARS: JEDI STARFIGHTER**
You don't have to be a fan to enjoy this space-shooter. But if you are, you'll be in Star Wars heaven.

2 **STAR WARS: STARFIGHTER**
The prequel is just as full of gut-churning explosions. And it's now on Platinum.

3 **ACE COMBAT: DISTANT THUNDER**
Pilot a devastating array of modern-day fighter planes to claim air superiority.

PSM2 VERDICT

GAMEPLAY
+ Decent mission objectives with a highly intuitive control system.
- Despite diversity, it boils down to constantly blowing stuff up

GRAPHICS
+ A spectacular light show with improved ship detail.
- Much spinning and flashing can induce motion-sickness.

SOUND
+ Spirited score with persuasive starfighting effects.
- Tricky to concentrate with the permanent radio chatter.

LIFESPAN
+ Extended by bonus features and a two-player mode.
- Closer to soap opera length than space opera.

OVERALL
An accomplished and attractive plot-driven shoot-em-up that's engaging, intuitive and – damn it all – bloody good fun to play.

80

FORCEFUL

ART ATTACK: There's a huge stash of bonus items to unlock if you're triumphant, including tasty 'build-your-own TF Cruiser' concept art

OUT UK now

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Codemasters
- **PUBLISHER** Codemasters
- **GAME TYPE** Sports Strategy
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, Memory Card, Dual Shock 2

DETAILS

- Gary Lineker and Alan Hansen present post-match highlights and analysis.
- 722 clubs.
- 17,000 players from 28 different countries.
- 32-player squads.
- Youth teams.

LMA MANAGER 2002

It's delayed its run into the box, but everyone knows the secret of a good game is... timing. **REVIEWER:** Dave Harrison

You may think the hardest part of being a football manager is co-ordinating standing upright with chewing gum. While this may true of Peter Reid (joke, Pete... *joke*), there's actually lot more to it – the constant search for new talent, juggling tight budgets and training 11 men to perform as one finely tuned machine.

To replicate this convincingly takes more than a family-sized bucket of information, and console games have traditionally lacked the memory to realistically present so much football data. But that was before *LMA Manager*.

The presentation does gloss over some management aspects with broad brush strokes, but those you do get control over really effect your team's performance. All this is shown through animated matches, where you get a clear indication of your strengths or shortcomings – what you see on-pitch is a graphical portrayal of how well you programmed your team.

It's not just highlights and menu screens, it's a functional management sim that requires attention to detail and dedication. Deciding tactics becomes a compromise between the way you'd *like* to see your team play, and the way your team *can* play.

Flicking through the options, there's a set of preset strategies from classic teams of the past. Clicking onto the Liverpool of the '70s, it looks so simple – a deep defence, slow, patient build-up and short passes. It's bound to work! But when you implement the same plans with Crewe, there's little chance of winning four European Cups. Unless you play to the strengths of your players, you wont get far. And therein lies the game and the challenge.

Fortunately, you're helped along the way with a snappy menu system that is easily navigated with the shoulder buttons. From here you can access comprehensive scouting and training systems that will be the foundations of your football revolution.

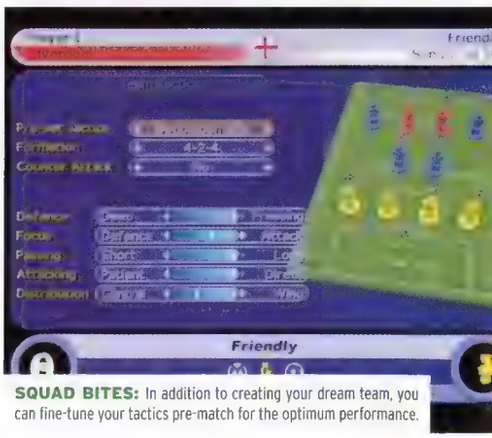
Beautifully balanced and well-crafted gameplay, combined with bold and convincing presentation. This is a game for the patient and dedicated, but then that's exactly what makes a good football manager... PSM2

LMA is anxiously pacing along shelves now

STAT'S ENOUGH: Each player's skills and abilities are represented by a mind-boggling collection of statistics.

INSIGHT

Sven Goran Eriksson, the manager of our national team, never played top-flight football. He was a right-back playing for Swedish second-division side Karlskoga when a knee injury halted his average career.



SQUAD BITES: In addition to creating your dream team, you can fine-tune your tactics pre-match for the optimum performance.

SHANKLY'S CHOICE

1. **LMA MANAGER 2002** The most complete and accomplished football management sim you can get for your PS2.
2. **ALEX FERGUSON'S PLAYER MANAGER** A plucky title which has too many gristly bits for its own good.
3. **THEME PARK WORLD** Leisure management experience that seems happy without your interaction.

PSM2 VERDICT

GAMEPLAY
+ A real challenge that gets under your skin
- Doesn't offer that many tactical variations

GRAPHICS
+ Spritely, meaningful presentation
- The match action is really just polished-up PSone pics.

SOUND
+ Funky drummer thinking music. Nice choice
- Hansen and Lineker's participation is pretty redundant.

LIFESPAN
+ For the hours you get out of this, it's a bargain
- A crushing pre-season defeat may result in an early shower.

OVERALL
***LMA Manager 2002* is the game we all hoped it would be and proves that PS2 can carry a quality footie management sim.**

86

OVER THE MOON

OUT UK NOW

CASPER: SPIRIT DIMENSIONS

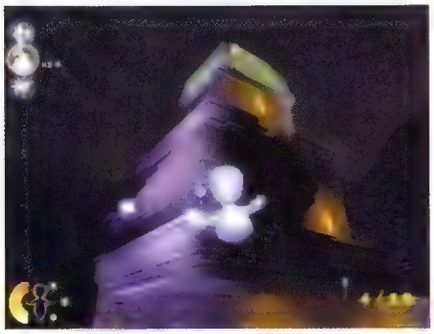
Lonely, but sickeningly helpful ghost WLTM NS children with GSOH. Must be capable of steering a dead moose.

Something of an anomaly, this. A ghost that longs for the company of children, but scares the Sunny D out of them by his very nature – he's d... d... *dead!* – and a game that longs to be child-friendly, but requires the eye-to-hand dexterity of a blindfolded brain surgeon attempting corrective neural surgery with a JCB.

Casper glides around four, surprisingly attractive, worlds, and if this has got 'license cashin' written all over it, then developers, Lucky Chicken, didn't bother reading the small print. The lighting and particle effects are beautifully atmospheric and the sound design's startling.

Unfortunately, the bloke who decided that Casper was going to be guided using both Analogue sticks, with a turning circle that'd make a planet look nimble, was probably woozy on booze at the time of the planning meeting. There's a great level that involves negotiating a maze while under heavy wizard fire – our Friendly Ghost bounces off walls, catching fireballs by the dozen. It's like flying a transparent, philanthropic elephant.

Every level requires you to sort out someone else's problem in order to advance to the next spirit dimension. Gem collecting's been chucked in for longevity, but this is unthreatening junior gaming with a shiny veneer. The spooky thing is that this could've been so much better. Scary, huh? **PSM2**



TOWER BUGGER: Power-ups include an auto lock-on that helps to target objectives and enemies. Unleash ghostly death with ⓡ2.

INFO
- DEVELOPER
- PUBLISHER TDK Mediactive
- GAME TYPE
- PRICE £34.99

DETAILS
- Four hub worlds, each with [illegible]
- Spirit, fist and [illegible] weaponry, three more

OVERALL
Quality visuals and sound, but the gameplay's dull, simplistic and rendered near-impossible by the evil controls.

48

48K SPECTRAL

'KING HELL: A lot of your time's spent picking up 'gifts' from the clumsy, forgetful or plain unlucky inhabitants of each world.

ETHEREAL ESTATE: A quick tap of ⓡ allows you to pass through bars. Hang on. He's a *ghost*. Why only bars? That's unnatural.

OUT UK NOW

G1 JOCKEY

Like footie management, but with nags and a nosebag of stats. Ref! Surely that's a foal!

Horse racing, eh? You'd swear somebody could make a pretty interesting game about glamourous socialites, whisky-sodden gamblers and the Grand National. Suffice to say, Koei haven't – stripping the sport of its intriguing distractions and focusing on the po-faced life of stable management. It's comprehensive and tactically engaging – but mildly less entertaining than an afternoon with John McCririck and a packet of rice cakes.

In Career mode, you guide a jockey from obscurity to megabucks glory – wooing stable owners and blagging shiny whinnies. Sadly, events soon descend into a tireless onslaught of menus, stats screens and idle chatter. The game *tries* to be user-friendly, but creaks under the muddle of numbers. You can't race until you've negotiated a deal with a stable owner – invariably by haplessly mashing the ⊗ button until you get in the saddle.

Racing *looks* exciting, but after wrestling with the limited controls to a confusing, humiliating defeat, you'll beg to differ. Even when you get to grips with it, the action lacks reflex-tingling vitality. Victory relies on an intricate understanding of each horse's spirit, form, pedigree and numbing number-crunching. Winning races is mildly satisfying, but it's all so *joyless* and calculated – like betting without money. This may entertain equine fanatics with its admirable accuracy, but'll leave most folk royally baffled. **PSM2**

FURLONG FROM GRACE: Start too fast and your horse will run out of stamina - save yourself for a well-timed final burst.

OVERALL
Koei's tactically assured stable-sim lacks polish and imagination. Only would-be jockeys will make it past the baffling statistical hurdle.

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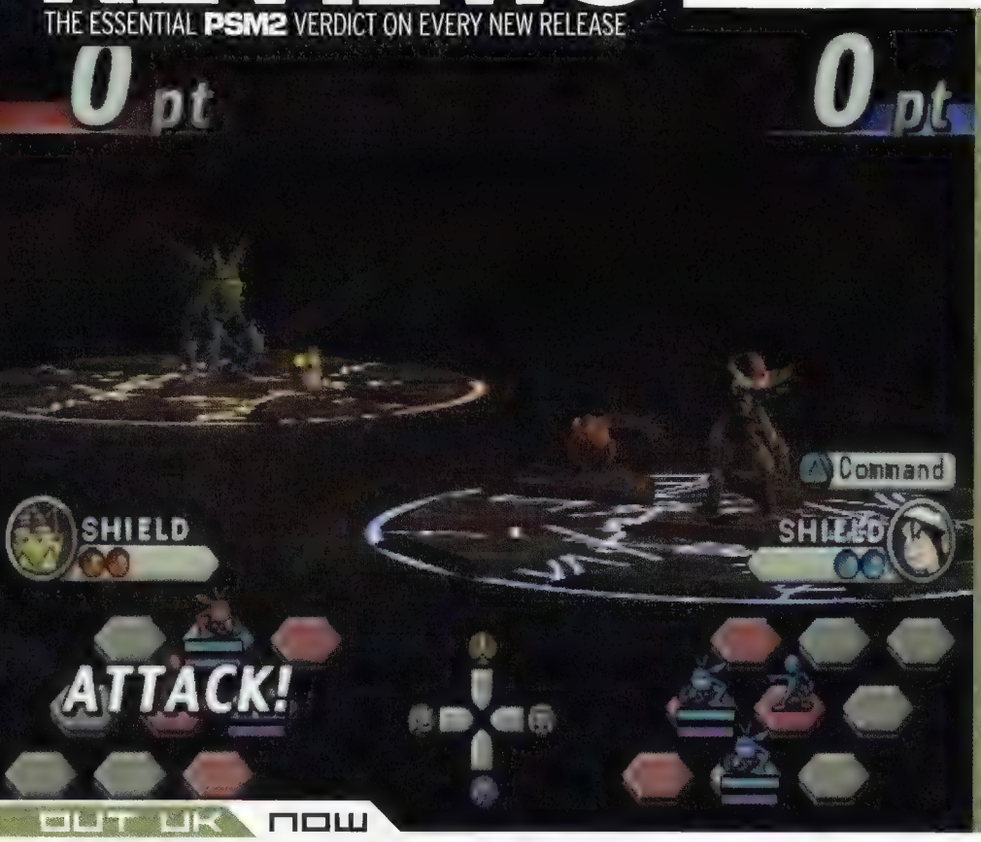
UNSTABLE

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

DETAILS
- [illegible] earning prestige.

THE STABLE GUY: You've got to negotiate with stable owners to secure a ride - the better your reputation, the better the horse.

WESTERN SUPER MARE: Even though the game's been fully translated to English, the range of horsey stats is quite boggling.



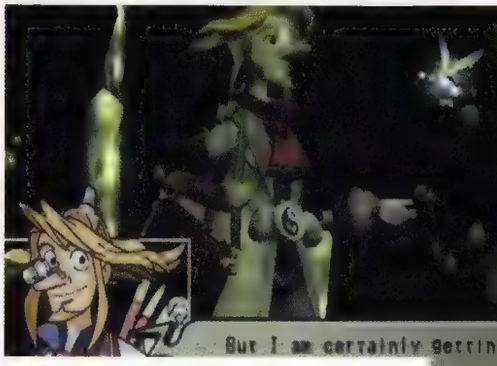
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Genki
- **PUBLISHER** Ubi Soft
- **GAME TYPE** Sports Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1-2 Players, DualShock 2, Memory Card

DETAILS

- 200 monsters, which evolve to make others.
- Four worlds, each with four levels, each of which includes four sub-levels. Clear?
- Two-player Battle mode.

VINE, ALL VINE: The inter-level whooshes – when you step into a princessvine, say, are universally lovely to watch.



ANIME MAGIC: Scatty professors, eh? Can't get enough of them in adventure games. And, um... feisty pixies, eh? Sheesh. Etc...

OUT UK now

JADE COCOON 2

Breed and nurture pets. Then see 'em fight to the death. At least the kids learn about natural selection.

REVIEWER: Joel Snape

Morality's a funny thing. A few years ago, you'd have been *vilified* for setting a couple of cockerels up against an angry bear. Now, the *Pokémon* generation's growing up to believe that making animals fight's a right old laugh. Especially if they set fire to each other.

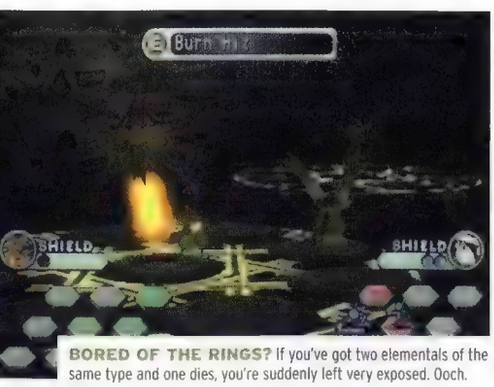
If anything, *Jade Cocoon 2*'s even more Pokémonised than the original. Levant – the previous game's lute-strumming hero – returns as your beardy mentor, replaced as central character by squeaky-voiced, excitable-anime-faced Kahu and his pixie sidekick. Together they stroll through four elemental worlds, nicking eggs and fighting monsters in traditional turn-based style. This is where the animal magic comes in.

There are four general types of beast that Kahu can carry – Wind, Fire, Water and Earth. Combat's a paper/stone/scissors affair – while Earth creatures are good for defending against Fire attacks, they're vulnerable to the special attacks that Wind creatures are capable of. Your Beast Amulet's represented by a sort of monster carousel – twirl it to pick the most appropriate beastie for attack or defence, then let fly. Insultingly simple while you're picking off the one-note critters wandering each stage then, but fighting a rival beastmaster's another story.

INSIGHT

- Katsuya Kondo, the character designer for *Cocoon*, was also responsible for popular anime flick Princess Mononoke.

"THE *POKÉMON* GENERATION'S GROWING TO BELIEVE THAT MAKING ANIMALS FIGHT'S A RIGHT OLD LAUGH"



BORED OF THE RINGS? If you've got two elementals of the same type and one dies, you're suddenly left very exposed. Ooch.

Though it's tempting to steamroller their defences for a direct knockout on the master, doing so leaves you wide open to counter-attacks.

Beat 'seed beasts', and they join your stable, where they can be merged, evolved or – if your reputation's good enough – used to gain higher skills in the Arena. If you've got a friend with a copy of the game, you can even pit them against each other in the two-player Battle mode.

What with the beasts' ability to evolve – most have 15 'levels' with three or four different looks – and the resultant shifts in ability, Genki reckon you've got about a billion possible combinations on your hands. Impressively, each is recognisable from their markings, so after prolonged wandering you've genuinely got the sense of being a seasoned beastmaster.

But that's about it. Chuck in frequent returns to the central hub to take on missions or trade items, and you've still got a relentlessly one-note game about breeding monsters and making them fight. Graphics and sound are impressive enough that an engaging story could've made it all worthwhile, but it's only at the end that things turn interesting. The NPCs aren't particularly memorable, the plot – with the exception of the fairy's inter-level asides – is RPG fluff, and the central character's an irritating sprout.

Other games – notably the bemani-flavoured *Ephemeral Fantasia* – have managed to mix intriguing gimmicks with involving plot, but *Jade Cocoon* gets too wrapped up in a device that's of limited appeal. If Tamagotchi, Top Trumps and cockfighting can't quench your animal-battling bloodlust, it's certainly worth a go – otherwise hang on just a *little* bit longer for *Final Fantasy 10*. **PSM2**

BEAST MASTER'S CHOICE

1. **FINAL FANTASY 10** Astonishing graphics, life-stealing story and a slightly naff turn-based version of water polo. Just a pity it ain't here yet.
2. **DARK CLOUD** Similar collect-stuff-through-violence gameplay, except with the emphasis on building yourself a village.
3. **JADE COCOON 2** Solid-enough critter-battling gameplay, let down by a lack of variation.

PSM2 VERDICT

GAMEPLAY
+ Innovative combat system
- Wander, fight, evolve, repeat

GRAPHICS
+ Nice effects in the forests, cleverly styled cut-scenes
- The fight animations aren't anything special.

SOUND
+ Endearing plinky-plonk music
- Wincingly OTT Monty Python voices

LIFESPAN
+ It'll take ages to complete.
- Got any mates interested in breeding monsters?

OVERALL
A game about evolution barely changing – or improving – from the previous installment? The irony is delicious.

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REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT UK NOW

DEUS EX: THE CONSPI

"IF THE DEVIL'S TRULY IN THE DETAIL, THIS IS THE MOST DIABOLICAL GAME Y

DEUS EX: THE CONSPIRACY

"INCREDIBLY DIVERSITY"

Tow the company line or smash the system? Whichever route you take there's always someone out to get you... **BULLET-PROOF:** Jonathan Bryant

ROBOT DE NIRO: The further you progress, the more metal you have to face. Only EMP grenades will take lunks like this out.

If you said *Deus Ex* wasn't an excellent PC title, we'd ask you if you'd managed to miss the 'greatest game of all time' thanks to an extended stay at Lithium Heights. Say the same thing about the PS2 conversion, and we'd have to reluctantly agree. This isn't a great game. It *is* a clever game, it *is* a polished example of a decent PC port, but greatness requires something else, something complex, something that's difficult to put your finger on.

The slow-dip, extended-play appeal will come from the size and mind-numbing complexity of the thing – both major factors in the success of the PC original. There's no doubting this game is huge and the options on offer to agent JC Denton, as he picks up his beat on the dirty streets of neo-NYC, are seemingly limitless.

Numerous examples of this incredible diversity turned up during our second assault on the code. Instead of opting for the strong-arm skill set we'd originally used, we took JC down a darker hacker/assassin path by upping his computer and rifle skills. The result? All of the access terminals we'd only ever glanced at during our first run through suddenly became essential for disabling security cameras and opening new, hidden paths through the levels. See, with *Deus Ex* there's always something new to uncover. All you need is the time and knowhow to find it.

DEPTH CHARGED

If the devil truly is in the detail, then *Deus Ex* is arguably the most diabolic game ever devised. As well as the branching structure and the 11 character skills we've already mentioned, the interaction with non-player characters is frighteningly varied. Plus the game's got one of the biggest item lists we've encountered.

Let's deal with those NPCs first. Despite all the first-person snooping around corridors, this title has more in common with a top-quality ▶

INFO

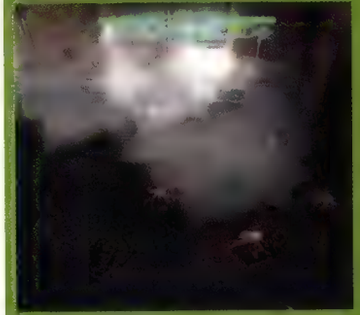
- **CODE TESTED**
  PAL (UK)
- **DEVELOPER**
  Ion Storm
- **PUBLISHER**
  Eidos Interactive
- **GAME TYPE**
  First person Shooter
- **PRICE**
  £39.99
- **EXTRAS**
  1 Player, DualShock 2, Memory Card

DETAILS

- Up to 21 items in your inventory at any one time – depending on the size of the stuff you're carrying.
- 11 different skills to invest those experience points in.
- Ten nano augments that greatly enhance your natural abilities.
- Three different endings depending on how you play the game.
- Multiple routes through each level – it's unlikely you'll play exactly the same game twice.

CHANGING DOOMS

The beauty of the game is that things continually change depending on what you get up to. It's not as free-form as the developers would have you believe, but the elements of choice are excellently crafted into the intricate action. Our favourite example of how this works kicks off when you finally catch up with the leader of the dissident NSF on a grounded 747...



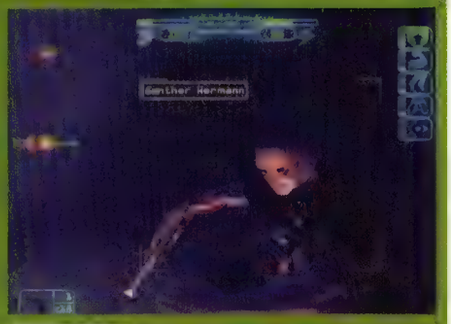
TROUBLE AGENT: Characters chat about the [illegible] after you waste her.

K.I.S.S.I.N.G: Cap Lebadev instead and Ms Navarre begins to form a crush on you. Perhaps you're better off sparing him, after all.

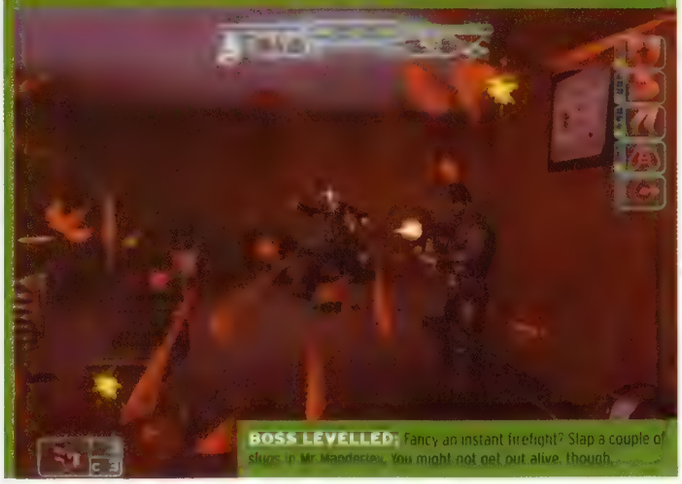
BURNT TOAST: As with *TimeSplitters 2*, guards with flamethrowers are very dangerous, unless you're carrying a fire extinguisher.

DA BOMB SQUAD

Sneaking around is all well and good – it's a tactic that does provide the biggest payouts in nicked equipment and speedy level crossing. But, when you've got an inventory packed with beefy tools of mass destruction, you just know things are going to get nasty at some point. And this being the hi-tech world of 2052, things become skin-charringly bad in record time.



KRAUT ROCK: After you swap sides, your old pal Gunter gets called in to take you out. So much for friendship.



BOSS LEVELLED: Fancy an instant firefight? Slap a couple of slugs in Mr Manderley. You might not get out alive, though.

▶ RPG when it comes to the art of conversation. Everyone has something to say/sing/shout about, and the genius of their banter is that attitudes and stories can alter depending on the situation.

Last time we played we saved Ms Sandra Reton from her pimp, then reintroduced her to her estranged dad. This time we still took down her sugar daddy, but lucked out as far as her father was concerned. The tears Sandy shed over his still warm corpse almost brought a lump to our bionically engineered throats.

Snapshots like this are commonplace and the engine's smart enough to allow for any changes you might inflict upon the game's structure. Kill your battle-axe partner, Agent Navarre, for example and you'll overhear people chatting about her mysterious disappearance later in the game. Slaughter all the enemy guards you find and other agents will tell you she likes your style

INSIGHT

Warren Spector, the creator of *Deus Ex*, has been freely displaying his admiration of *Grand Theft Auto 3*. So, for the sequel, expect even more freedom of choice, the chance to play as either a male or female agent, and the return of JC Denton in some capacity – although Ion Storm are being incredibly tight-lipped about what his new role might be...

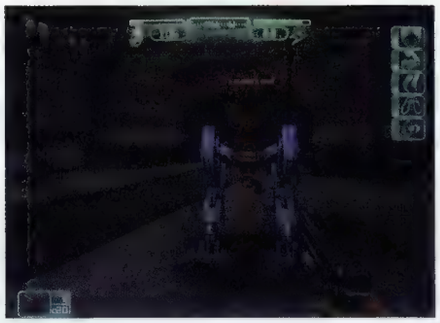
hardware or a high enough skill rating, and all you'll get is motion sickness trying to focus the capricious sights. In addition to this, there's the added equipment layer of the nanotech augmentations that can be added to Denton's body. Speed, muscle strength and endurance can all be tinkered with, slowly transforming you into an all-singing, all-dancing, one-man blitzkrieg. The by-product's a maddening amount of stuff to tweak between missions, but careful styling of your character – much in the way you would an

"EVERYONE HAS SOMETHING TO SAY/SING/SHOUT ABOUT, AND THE GENIUS OF THEIR BANTER IS THAT ATTITUDES ALTER DEPENDING ON THE SITUATION"

Look to the inventory and you'll find a similar level of depth and yet more ways to alter gameplay. One stealth kill we came up with was the use of the game's Taser to stun guards followed by a shot to the head from the stealth pistol. Practically silent and incredibly effective. As with everything else in the game, it's a question of personal choice and the limitations of your current skill set. Try and use the sniper rifle without modifications to the F1 car prior to racing – leads to mammoth rewards at ground level.

So, any of this got your blood pumping? Currently trembling in a pre-*MGS2* frenzy of anticipation? No, we thought that might be the case. While *Deus Ex* is undoubtedly an incredibly detailed title that will be picked up and applauded by a hardcore of dedicated gamers, for us, it's still resolutely PC – and by that, we mean it's a game

LOADING SCREAM: A hell of a lot speedier than they were, but still really intrusive as soon as you travel across a completed a level.



KILL 'BOT: Fry my beauty, fry. EMP grenades are rare, but they're absolutely essential when these mechanised stalkers are after you.

DENTON GLOSS: One of the biggest improvements over the PC original is the refinement in facial detail and animation.

GET OUT OF JAIL

Deus Ex never lets things get dull, thanks to its constant variation in mission structure. One minute you'll find yourself infiltrating a terrorist's base, the next realigning satellite dishes to send information to the resistance movement. One of our favourite changes in pace has to be when JC gets thrown into prison by an organisation called Majestic 12. In this you wake up without any equipment and just *one* opportunity to escape...

AHOY MATEY: Things start to brighten up a little bit when you run into fellow robo-clad prisoner Miguel.

GOONIES: Surely it can't be *that* easy to escape? Ah, no. Minutes later you find yourself face-to-face with MJ12's heavies.

SMART MOVE: Knife versus gun. Grab that automatic as soon as he hits the deck.

SAINT MIGUEL: Brave, foolish man. Perhaps we should have given him a gun.

GENE DROOL: Release these mutants to [illegible] but watch out for their spit attacks.

WILLENNIUM: Things go from bad to worse when you run into the Men In Black.

"SEE, WITH *DEUS EX* THERE'S ALWAYS SOMETHING NEW TO UNCOVER. ALL YOU NEED IS THE TIME AND KNOWHOW TO FIND IT"

destined to fall short on mainstream plug-and-play appeal. Why? Well, a percentage of the people it'll attract will have already experienced it, it doesn't – like so many PC ports – have an instantly recognisable face or name, and the time needed to master its multiple elements will deter any casual gamer. All this, and we still haven't got to the outright flaws destined to alienate even the die-hard FPS fans.

EX APPEAL

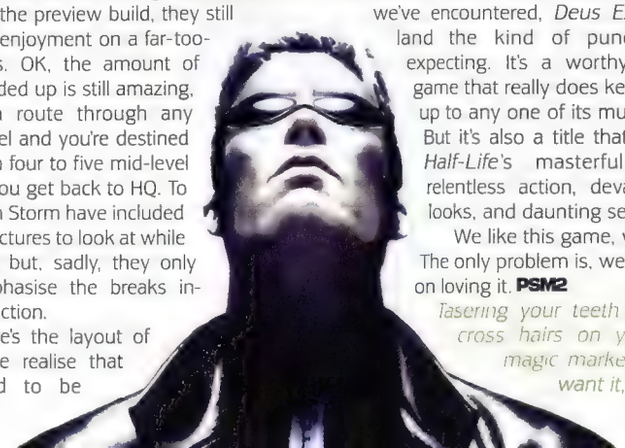
Although the load times have greatly improved since we saw the preview build, they still bite into your enjoyment on a far-too-frequent basis. OK, the amount of stuff that's loaded up is still amazing, but retrace a route through any completed level and you're destined to hit between four to five mid-level loads before you get back to HQ. To their credit, Ion Storm have included some pretty pictures to look at while you're waiting but, sadly, they only serve to emphasise the breaks in-between the action.

Then there's the layout of the levels. We realise that there needed to be some cutting down and editing to squeeze them into PS2's hardware, but when you're presented with another blocky environment robbed of size and detail, you can't help but feel a little depressed, especially if you've just been screaming about the bold and bright levels of *Half-Life*.

You could argue that it's always easy to pick holes in a name as big as this. True. But it's also a damn sight harder to pinpoint what constitutes that shift from goodness to greatness. Sad to say, despite being one of the most involving titles we've encountered, *Deus Ex* just doesn't land the kind of punch we were expecting. It's a worthy, well-crafted game that really does keep giving right up to any one of its multiple endings. But it's also a title that falls short of *Half-Life*'s masterful combo of relentless action, devastating good looks, and daunting set pieces.

We like this game, we like it a lot. The only problem is, we were banking on loving it. **PSM2**

Tasering your teeth and drawing cross hairs on your chest in magic marker now. If you want it, come get it



JACK BAUER'S CHOICE

1 **HALF-LIFE**
Still can't be beaten. Gearbox took a top PC game and slipped in everything to make it a hit on console.

2 **RED FACTION**
One of the better Platinum titles, *RF* has to be second choice for plot-heavy FPS action.

3 **DEUS EX**
Don't let our third placing fool you. Still a brilliant example of where FPS games should be heading.

PSM2 VERDICT

GAMEPLAY
+ Skillful combo of hi-calibre action and RPG character moulding.
- Mid-level loads that'll have you turning grey.

GRAPHICS
+ Every layer of the game's crammed with stuff
- Looks like an old man's FPS. Not sexy enough.

SOUND
+ Epic score that'll ring round your ears for months.
- Not enough variation in the voice acting.

LIFESPAN
+ Bowel-looseningly big and never the same game twice.
- Takes monumental dedication to see it through to the end.

OVERALL
Clever, pacey and thick with plot, this is by far the most-detailed FPS yet. But it fails to be as gripping as the leaders of the PS2 pack.

88

BIONIC

AND THE WINNERS ARE?

Official PlayStation®2 Magazine invites you to the videogame event of the year in our Awards 2002 Special Edition!

Grand Theft Auto III, Metal Gear Solid 2 and all of PS2's biggest games compete across 20 categories in the only PlayStation 2 awards voted for by YOU!

10
PLAYABLE DEMOS!
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INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Yuke's
- **PUBLISHER** Eidos
- **GAME TYPE** Fighting Adventure
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Wield various weapons, earning new moves as you become proficient.
- Solve puzzles with your weapons' special powers.
- Unlock mini games.
- Save the world from an evil empire... again.

EOE: EVE OF EXTINCTION

Adventure gaming crammed with bad guy-bashing action. Haven't we seen this all before?

REVIEWER: Lee Hall

Roaming beat-em-ups have a reputation for being halfway between a dodgy adventure and a half-decent fighter. This one features the promise of something different and a lead character called Josh Calloway, a lone hero struggling against an evil corporation. Sound familiar?

The game centres around your former employer's attempts to recover their futuristic weapon, a morphing light saber, which you're wielding like a pro. Their cronies come armed with similar tools of destruction, ranging from swords to crossbows. When you beat them you nab their weapon and fight to improve your proficiency with each one, unlocking an increased repertoire of moves. Neat, or what?

By collecting Lay Seeds (basic power cells for your arsenal) you unlock special attacks, such as lighting bolts and powerful water blasts. These're activated by mimicking an on-screen pattern with your Analogue stick and can be used to destroy power supplies, extinguish fires and so on.

Eve of Extinction has a unique feel and features plenty more smart touches. The interactive cut-scenes, which require you to flick a button to avoid a bullet or barge a bad guy, maintain a sense of involvement in your quest.

Sadly the game also features major problems in three main flavours. Firstly, the AI is a bit dodgy: enemies lash you onto the ground then leave you to recover instead of moving in to kill you off. Secondly, the moveable camera is often utterly infuriating: find yourself cornered by a few surly adversaries and your attempts to swirl the view to face them fail miserably. Worst of all, underneath all the gloss, this is essentially the same type of adventure game you've always played. Progression is usually a matter of finding keys, opening doors and beating opponents – you'll tire of the formula soon enough.

That said, the game's actually fun to play in fits. Missions are compact, quick and action-packed, with hidden bonus games and some decent boss sequences that always feature an extra, and inventive, challenge beyond simply beating the hell out of a stronger opponent.

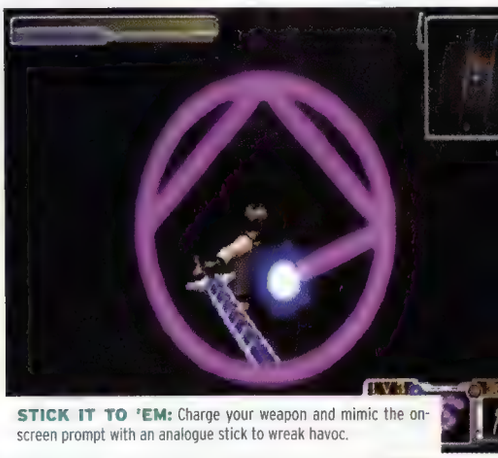
Overall, *Eve of Extinction* is a palatable mix of neat ideas, basic action adventuring and old-skool button-bashing. Not an earth-shattering addition to the PS2 roster but certainly worth a second look. **PSM2**

Far from extinct. EoE is available now.

FILM CLUBBED: Jab the corresponding button during a cut-scene and you'll get Josh out of a scrape.

INSIGHT

Eve Of Extinction comes from the Japanese developers behind the hugely successful *WWF SmackDown* games on PlayStation and PS2. Here, luckily, dabbing ○ instantly lets you focus on a single opponent. Lessons have been learned.



STICK IT TO 'EM: Charge your weapon and mimic the on-screen prompt with an analogue stick to wreak havoc.

JAWBUSTER'S CHOICE

1. **DEVIL MAY CRY** A mighty pretty adventure with some solid sword-fighting thrown in for luck.
2. **ICO** Proof that you can do something a little different with the combat-meets-adventure genre.
3. **EOE: EVE OF EXTINCTION** What do you get when good ideas meet age-old gaming staples? Something akin to *EoE*...

PSM2 VERDICT

GAMEPLAY
+ A constant stream of adversaries keeps the action flowing
- Fetch, open door, fight. Then do it again

GRAPHICS
+ Solid environments and believable animations
- Bland locations and a dodgy camera.

SOUND
+ Inoffensive background tracks
- Rather one-dimensional sound effects

LIFESPAN
+ Rewards for progression will drive you on.
- Eventually you'll tire of the formulaic gameplay.

OVERALL
Full marks to Yuke's for trying to stuff some original ideas into a stale genre. Fun at times, but sadly the underlying gameplay is too familiar to disguise.

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ON THE BRINK

OUT UK NOW

MAD MAESTRO!

Conduct-em-up *Bravo Music* gets a name change and UK release. Should you 'encore!' or snore? **REVIEWER:** Joel Snape

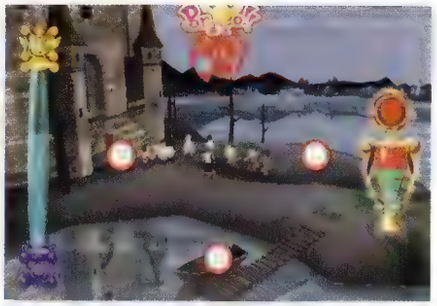
INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** SCEI
- **PUBLISHER** Eidos Interactive
- **GAME TYPE** Rhythm-Action
- **PRICE** £39.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

PlayStation.2

DETAILS

- Main Story mode, plus Freeplay, Replay and Music Room modes.
- Child mode available that gives simple, bite-sized challenges.
- Ten rhythm action-based bonus games to unlock. Dressing supermodels? Putting out fires? You can do that here.



PLAYING FOR KEEPS: It looks all grey right now, but conduct up a storm and the world will transform into a lush wonderland.

MODEL BEHAVIOUR: Dressing a trio of swimwear models in time to the music is just one of *Mad Maestro!*'s cutesy bonus games.

ONE RING: Orchestra member recruitment can happen anywhere. You've got to persuade this acrobat to run away from the circus.

Maybe it's some kind of reaction to the essentially unchanging, button-bashing gameplay. Whatever the reason, there's more invention coming out of the rhythm-action family of games right now than just about anywhere. *Rez*, *Frequency*, *Space Channel 5*, erm... *Britney's Dance Beat*. They may not be your cup of cha cha cha, but there's no getting away from their wilful attempt to give gamers something distinctive.

So it is with *Mad Maestro!*, a former 'domestic market-only' title from Japan whose inspired, oddball charms have been given life in the West, thanks to Eidos' Fresh Games label.

The game puts you in the role of Takt, a Muppet-faced baton conductor (yes, you read that correctly). You've been enlisted by a musical Tinkerbell-type, called Symphony, to gather together an orchestra to play in order to save the local concert hall from demolition. What this boils down to is a Story mode of 11 levels, each of which challenges you to conduct synthed-up pieces of classical music to win over another reluctant musician to your cause.

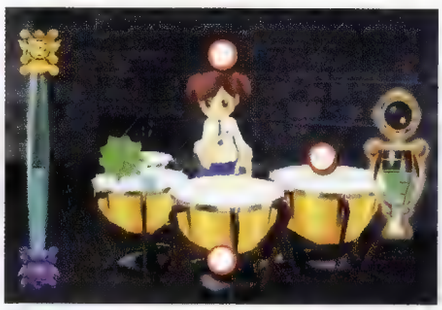
The playing interface is simple, effective, and, thanks to the DualShock 2's analogue buttons, provides a genuinely refreshing challenge. As the music plays, a 'cue ball' moves in time, clockwise between 'cue points'. The distance these points are apart (and this changes within pieces) takes care of the rhythm. However, each point also has both a colour corresponding to how softly or gently you need to press the button and an optional D-pad button symbol.

Synchronise the three elements just right and the on-screen action reflects your success via a 'tension meter', which bubbles up towards a triumphant Angel mode.

Screw it all up and not only will the music go all Les Dawson, but the game world will fall apart and the tension meter will plunge you into a grade-wrecking Devil mode.

It's a simple concept to pick up, but pleasingly hard to perfect. You *can* finish the short Story mode in around three hours, but completing each level with a grade high enough to unlock the ten charming bonus games and 35 possible tracks to enjoy in Free Play mode will take much longer. Once you've got *Mad Maestro!* under your skin, you'll keep coming back for more. What can we say but bravo! **PSM2**

Mad Maestro!'s opening performance was in March, and it's now playing in a store near you.



DRUM MAJOR: See the meter on the left of the screen? If it hits the top you're in Angel mode. Let it slip and you're in hellish trouble.

INSIGHT

- Eidos' new diffusion label, Fresh Games, has been set up specifically to give unique Japanese titles like *Mad Maestro!* a release in the West. Along with this title, Fresh Games' initial line-up includes *Mr Mosketo* and *Legaia 2 Duel Saga*.

"ONCE YOU'VE GOT *MAD MAESTRO!* UNDER YOUR SKIN, YOU'LL KEEP COMING BACK FOR THE ENCORE"

QUAVER'S CHOICE

1. **GITAROO MAN** A bit like *Maestro!* - only more so. Extra madness and clever controls lift this above other bemani.
2. **MAD MAESTRO!** Not quite as inventive as some music titles, but the bee's semibreve for sheer entertainment.
3. **SPACE CHANNEL 5** Cheeky, cheesy, retro-styled rhythm action with the uber-babe of PS2 dance-em-up, Ulala.

PSM2 VERDICT

GAMEPLAY
+ Refreshing twist on rhythm-action staples.
- Maybe a little *too* simplistic for some

GRAPHICS
+ Instantly recognisable Japanese anime style.
- Stylish without actually pushing PS2 much.

SOUND
+ Stirring music is always a good thing.
- Synth versions of classical music loses something

LIFESPAN
+ Lots to unlock if the concept grabs you
- Woefully short if completing the core game is all you're after.

OVERALL
Inventive, charming addition to the rhythm-action family. Who knows, you might even get hooked on classics while you're at it.

70

TOP BRASS

OUT UK NOW

FROGGER: THE GREAT QUEST

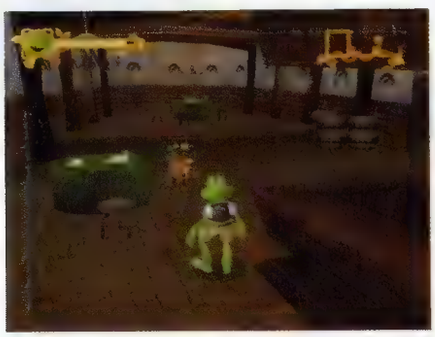
Another classic hero springs onto PS2. But is it top of the hops, or middle of the toad? Sorry. We're truly sorry.

It could've been great. Frogger darting in and out of *Burnout*-speed traffic, making pinpoint leaps across logs floating in shimmery water... But, of course, that's not how things work. Faced with a non-human character, game designers *cannot resist* the temptation to cuten him up, surround him with thick-accented woodland creatures, and stick him in a 3D platformer full of floating coins. Bastards.

You know the score – bears demanding honey to let you past, idiotic substitutions of the word 'frog' into normal sentences ('I know frog-fu!' See? *See?*), swimming bits, jumping bits, keys, doors, mushrooms, gems and bees.

It'd be nice to say this is all done competently enough to tear The Kids away from their joyriding and glue for 20 minutes, but even that isn't true. After stumbling straight through the first two levels without even comprehending what's happening, they'll hit the funhouse camera angles of Slick Willy's Riverboat and be back on the streets worse than ever. For Christ's sake, even the coins won't slow them down – collect enough and you'll be able to buy descriptions of *the characters you've just met*. The combat's a mess – enemies get stuck on corners and make the screen judder. the jumping's imprecise, the pop-up's almost frightening and the clipping's a shambles.

On the plus side, the teutonic wasps are vaguely entertaining, and the way Frogger inflates his throat-sac to float over distances is clever. For easily impressed children only. **PSM2**



CAN'T STOP THIS FELINE: Actually, you can. He's stuck on a bit of furniture and vulnerable to a swift spit-clogging.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

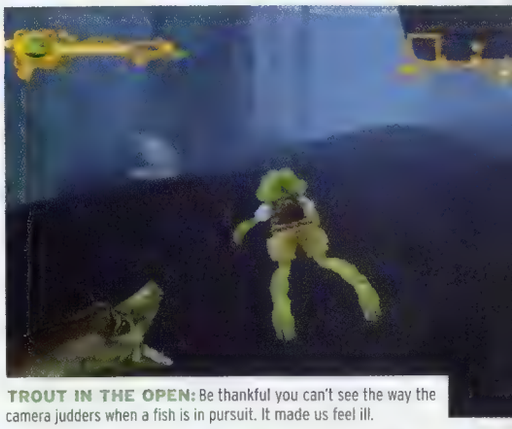
PlayStation 2

DETAILS

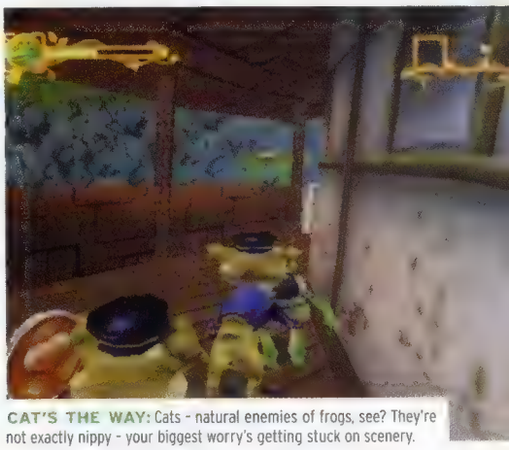
OVERALL
Less demanding than a trip to the shops and about as impressive. And they haven't even had the decency to include the original game.

25

SWAMPY



TROUT IN THE OPEN: Be thankful you can't see the way the camera judders when a fish is in pursuit. It made us feel ill.



CAT'S THE WAY: Cats - natural enemies of frogs, see? They're not exactly nippy - your biggest worry's getting stuck on scenery.

OUT UK NOW

PRO RALLY 2002

Here's mud in your eye – Ubi Soft's latest squeals into the bargain bin without causing too much of a ruckus.

Sometimes, it isn't as simple as picking the best thing on offer. Take bread – if you could always eat crusty, fresh-from-the-oven baguettes, life would be lovely. But when all you want's a bacon sandwich or some cheese on toast, it's not much different from the 12p-a-loaf stomach filling you get in Aldi.

Bearing that in mind, *Pro Rally* simply isn't as good as *WRC*. Squint a bit and it looks similar, leave the volume low and it sounds almost as good – but that sheen of quality's not quite there. Then again, does that matter? After all, eye-searing sun-glare's all very well, but rallying's not about skygazing – it's about caning it around a muddy field in a big, grunty car – something *Pro Rally* certainly delivers. The control's solid, with wheel-clogging mud proving a marked contrast to sheeted ice. The cars are weighty, detailed and deform slightly, even if the exhaust effect's crap.

Although there's a definite arcade feel to the racing – you're racing against five other cars rather than competing in time trials – progress takes knowledge of the courses and a feather-light touch on the brakes.

For the discerning rally fan, *WRC*'s the obvious choice. For anyone who hasn't got *GT3*, you could get some decent rally tracks with the best driving game on PS2 chucked in. But for the *GT3* stalwart who wants an affordable change of pace, this is a passable induction to mud-scudding. **PSM2**

DUST ABOUT: The obligatory dust clouds are there, but appear too frequently to feel natural. Not a patch on *GT3* - or even *Stuntman*.

INFO
- DEVELOPER
- PUBLISHER
- GAME TYPE
- PRICE

PlayStation 2

DETAILS

OVERALL
A budget alternative to a game that can't be far from a budget release? Hmm – might be worth waiting for the *V-Rally/McCrae* standoff.

68

PASSABLE

SMASHY AND ICY: The handling's noticeably different across snow and ice - although they're usually the most frustrating levels.

YELLOW PERIL: The driver and navigator bob about - but there's no dashboard cam to take advantage of it.

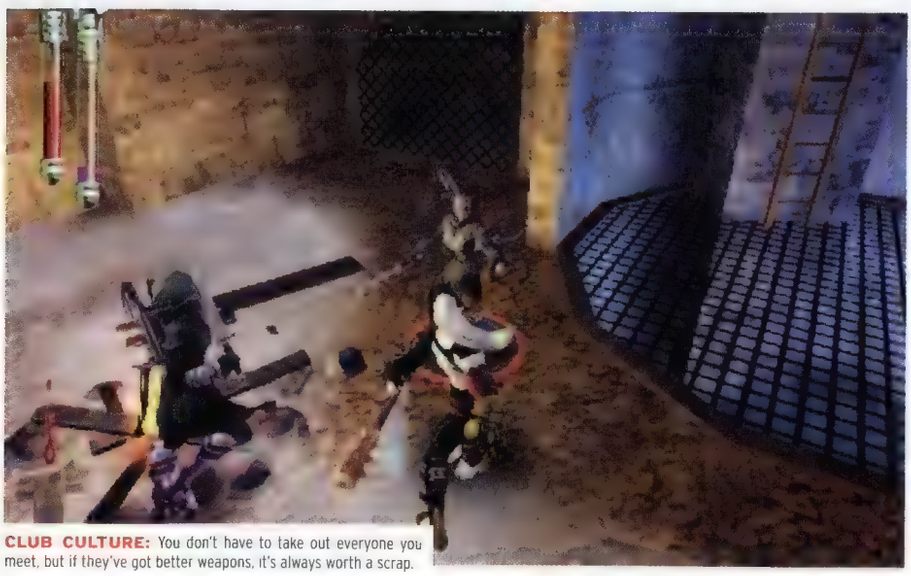
SIN CITY
Meridian may look huge, but the path through it is actually very linear.

OUT UK NOW

BLOOD OMEN 2

Bloody big! Bloody hell! Bloody rubbish? Can vampire-face Kain still cut it in a world of action-stacked adventures?

REVIEWER: Adrian Lawton



CLUB CULTURE: You don't have to take out everyone you meet, but if they've got better weapons, it's always worth a scrap.

Time flies, especially in the context of videogames. What's cutting-edge now will soon be next month's bargain bin fodder – your shiny new PS2 games the relics of a darker, more primitive age. Such is progress. In Kain's twilight world, though, advancement has no meaning. His 'gift' of eternal life means the passage of time and the changing fads of mortals are irrelevant to him.

Four hundred years have passed since the events of the original title – released in back 1996 – but to Kain this is nothing but a nap, a moment's beauty sleep before he emerges unchanged. Unfortunately, the same can't be said of evil Nosgoth, and when our boy's awoken by the vamp resistance fighter Uma, he discovers his kind hunted to the point of extinction. A fanatical group known as the Sarafan are to blame and, being the family man he is, Kain vows to kill them all and claw his way back to the top of the food chain.

INFO

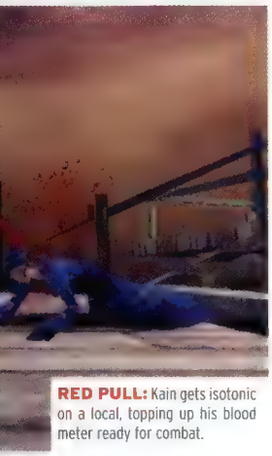
- **DEVELOPER**
  Crystal Dynamics
- **PUBLISHER**
  Eidos Interactive
- **GAME TYPE**
  Action-Adventure
- **PRICE**
  £39.99
- **ESSENTIALS**
  1 Player, DualShock 2, Memory Card

DETAILS

- Detailed gothic game world dripping with atmosphere.
- Seven Dark Gifts to learn, including Charm, Jump, Speed and Fury.
- Combat system includes blocking-ability and combos.
- Weaponry includes clubs, swords and axes, each of which can be powered up with magical energy.

BRAIN POX: Mind control is one of the best Dark Gifts, but you're limited in what you can do with it.

THIS CHARMING MAN: You can Charm the city's rank and file, but only in order to perform menial tasks like flicking switches.



RED PULL: Kain gets isotonic on a local, topping up his blood meter ready for combat.

Among the darkened streets of Meridian City, where all of the action is set, there are plentiful opportunities for an ambitious vamp to stalk unwary victims and satisfy his bloodlust. Locking on to his target by holding R1, Kain can then use his claws, or a weapon, to beat his victim to the ground. Once down, a quick press of ▲ results in a crimson fountain spurting from the cadaver, straight into his mouth. No timid soul slurping here, just good, hardcore gore. It makes for a gruesome alternative to unconvincingly placed medical packs while, at the same time, adding incentive to the slaughter.

The blood in you health vial, you see, perpetually drips away as you explore. Let the level drop too far and Kain dissipates, reforming at the last save point you passed. The result? Forget about any misplaced morality you might have for the local population. Regardless of their detailed, colourful conversations, they're just food.

As well as chewing up the public and enemies alike, Kain also gets to feed from magical chests that are littered about the city. Each either increases how much his blood or magic (aka Lore) vials can contain, or super charges the weapon he's currently commandeered.

GIFT ME STRENGTH

Weakened after his long slumber, Kain must also relearn how to use his 'Dark Gifts'. These seven skills give him super-human abilities, and are gained by defeating the game's bosses. They're one tough bunch, but each displays a discernable attack pattern – there's always a logical way to beat them despite first impressions.

Thankfully, the intuitive control system makes battling enjoyable – and the intelligent blocking system adds to this. By deflecting an enemy's blows, Kain's Lore vial slowly fills which, in turn, activates the currently selected Dark Gift – a vital strategy if you're to overcome your arch rivals.

Utilising these special abilities in combat is one of the game's tastiest features. Using your Mist ability allows you to sneak up on a target and unleash silent stealth kills. Then there's the Charm, which lets you possess the mind of a weak-willed mortal and make them perform tasks like flicking inaccessible switches.

But despite Kain's supernatural powers, *Blood Omen 2* has arguably already been eclipsed by the likes of *Grand Theft Auto 3* and *MGS2*. Its gameplay is far too linear – with hardly any room for exploration, very little interaction with environments, and simplistic, unimaginative puzzles (the oooold flipping switches or pulling blocks).

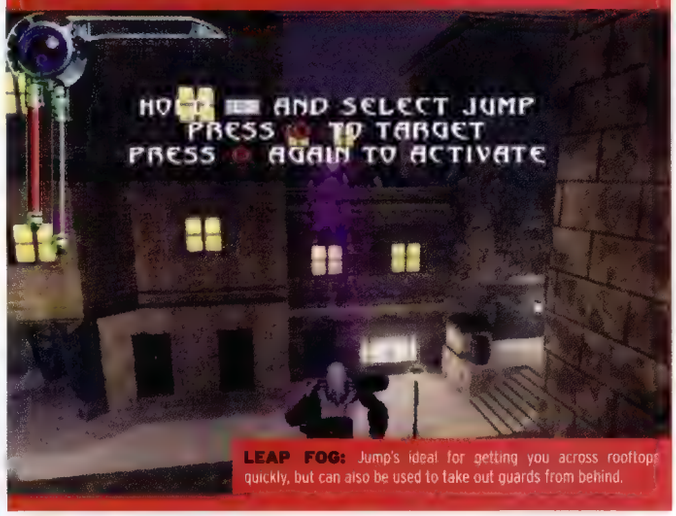
While it's still an adventure rich in mysterious atmosphere, ultimately it lacks the sense of freedom, interactivity and sheer stroke of genius that'll ensure both DMA's and Kojima's titles will be remembered long after Kain's finally put to rest. What a bloody shame. **PSM2**

Blood Omen 2's already lurking in the shadows of your local high street..

THE DARK ARTS

Blood Omen 2 really comes into its own once Kain starts to relearn his Dark Gifts. These seven vampire abilities help him get the edge over his opponents and overcome otherwise-impassable obstacles. For example, Jump helps him leap long distances, while Mist allows him to blend into nearby fog; Fury gives him a more powerful attack, while Charm lets him control people's minds. It's just a pity that the linear game structure means you can't go back and use your newfound abilities in previously conquered areas.

VAMP IRE: Select Fury and Kain gradually enters a berserker like state. The more you fight, the greater damage you inflict



LEAP FOG: Jump's ideal for getting you across rooftops quickly, but can also be used to take out guards from behind.

IMPACT POINT

BO2's portrayal of the life of the Master Vampire is pretty convincing, and there are loads of moments that stick in the mind, such as encountering these poor souls shackled to the walls of a room. They'll plead pitifully for help as you approach them, then scream agonisingly as you tear them open and suck out their blood, leaving them dangling limply from their bonds. Oh the joys of being completely amoral...

INSIGHT

Need to find out if a vampire's in your graveyard? Simply have a virgin boy ride naked and bareback on a virgin stallion through the graveyard until the horse steps on a grave and goes no further. That marks a vampire's grave. Happy now?

WALLS, I SCREAM: These green barriers pop up all over the place. You've got to kill their power source to get past them.

NOSFERATU'S CHOICE

1 **BLOOD OMEN 2**
A horror romp that doesn't disappoint in terms of atmosphere and visuals.

2 **SOUL REAVER 2**
An update of Raziel's PSone outing. Suffers to a degree because it doesn't take the series anywhere new.

3 **SHADOW MAN: 2ECOND COMING**
Visually impressive, but poor control and camera issues means this is ultimately a flawed sequel.

PSM2 VERDICT

GAMEPLAY
+ Experimenting with Dark Gifts makes for excellent fun
- Linear route leaves little opportunity to explore

GRAPHICS
+ Moody environments and good character models.
- Animation isn't the most convincing we've seen.

SOUND
+ Great atmospheric soundtrack and spot effects
- Occasional glitches ruin the ambience at times

LIFESPAN
+ Around 25 hours of gameplay.
- Little replay value once you've completed it.

OVERALL
A worthy successor to *LOK*. If time had been spent adding more new and interesting gameplay elements, this could've been truly great.

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BLOOD-SUCKING

OUT UK NOW

CONFLICT ZONE

Worried Bush will nuke us all? Fake control with this contemporary RTS. **REVIEWER:** Jonathan Bryant

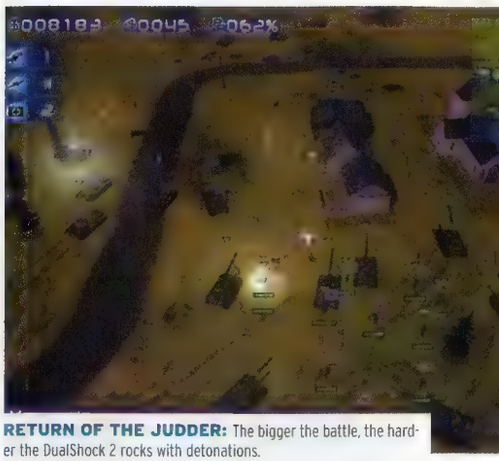
Perhaps it was seeing the grease monkeys in action for the first time that swung it. Watching as they pondered the buckled tracks of our lead tank over a half-chewed cigar. It was almost as if you could hear them despairing, muttering under their breath as pneumatic spanners buzzed.

Then again, perhaps it was the complete scalability of the battlefield. One quick R2/⊗ combo and – zzzit – you're face-to-face with trooper Smith mere seconds before he becomes another lost unit.

Or maybe it was developer Masa's commitment to do something different with the standard *C&C* formula. As project leader, Christophe Kohler, recently told PSM2: "We knew we could inject fresh blood into the category of game by pushing the AI performance way beyond anything that's already been done." High ideals. And have they succeeded? In a word, yes. The enemy's smart, damn him. Too smart. You see, the evil little bastards learn, they adapt to your tactics and turn up something slippery when you least expect it. You've got to use your experience to come up with a fail-safe plan.

By now you might have guessed that we're getting a touch General Hague about this, despite its few notable flaws. There's no doubting that the camera, and controls in general, are tricky and do take some getting used to. But time invested with the tutorial does provide bumper returns. Other than that, and the hazy horizons of the maps, this is a tight RTS that matches *Age of Empires* in conflict, if not resource management. That said, while you won't find the usual tree whittling here, you do discover a neat twist to the recognised constraints on your arsenal.

MEDIA WHORE: Drop a few civvies off at your refugee camp and suddenly the dollars come flooding in.



RETURN OF THE JUDDER: The bigger the battle, the harder the DualShock 2 rocks with detonations.

INFO

- **CODE TESTED** PAL (UK)
- **DEVELOPER** Masa Group
- **PUBLISHER** Ub Soft
- **GAME TYPE** Real-time Strategy
- **PRICE** £19.99
- **ESSENTIALS** 1 Player, DualShock 2, Memory Card

DETAILS

- Twin plot arcs that allow you to play either as the boys in blue (the ICP) or dirty, red-capped GHOSTs.
- Fully scalable environments that provide both close-up and traditional top-down perspectives.
- The media topically used as a resource. Win public support and buy bigger guns.
- Four commanders that can control basic tasks, freeing you up for those ride-changing decisions.

TAKE COVERAGE

In this game The Media's God. If you play as the lawful International Peace Corps, you have to liberate civilians to keep your public opinion above 50%. If it drops, the taxpayers get twitchy, funding dwindles and larger weapons suddenly vanish from your inventory. Play as the terrorist GHOST forces instead, and the people you save immediately get brainwashed and enlisted. What this leads to is a depot bristling with multiple units, a decent mix of tactics and a screen-buckling number of troops in the field.

Each side controls up to 65 different foot soldiers and vehicles, broken down into four divisions assignable to your pad's symbol buttons – a move that makes the control of the larger battles a lot less painful. The result? Another level of depth to your strategies and the kind of DualShock 2-rattling victories only dreamt of by moustache-twirling field marshals.

The clincher, though, is a price that you'd be a boot camp spud-peeler to argue with. It may not be as epic as *AoE*, but it certainly does bring modern-day warfare to life on your PS2. **PSM2**

Like your mobile infantry with caterpillar tracks? Get this today.

INSIGHT

Masa Group are *still* working on the AI of *Conflict Zone*. Not in time for a cheeky sequel, but to meet a special order made by the French military. Seems the engine is going to be used in a high-spec version for real-world generals.

MONTY'S CHOICE

CONFLICT ZONE
Cheap, deep and passingly pretty. You want an RTS rather than a history lesson? This is the one.

AGE OF EMPIRES: AGE OF THE KINGS
Ponderous epic that drags you from stone-worshipping fur ball to vomitorium-dwelling citizen.

KESSEN
Better than its sequel, but too light on tactics to make a real impression.

PSM2 VERDICT

GAMEPLAY
+ Clever unit management that keeps warfare shell-case smooth
- Maddeningly steep learning curve, even with the tutorial

GRAPHICS
+ Seeing your little people grow by hitting the zoom button
- Haphazard texturing on some of the units

SOUND
+ Grinworthy moments as mechanics' spanners whizz into action
- Repeated unit confirmations eventually mash your brain

LIFESPAN
+ A big 'un, whichever way you look at it
- Is a change in vehicle style enough to make you play twice?

OVERALL
Legions of machines, tons of battle options and breech-loads of detail... Basically, everything you could want from an RTS.

79

MUZZLED

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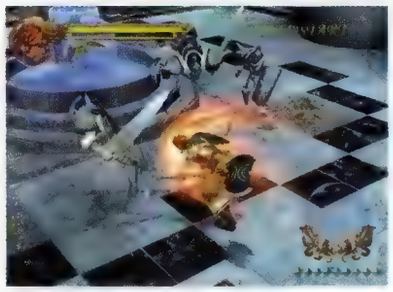
PLAYSTATION 2 I XBOX I GAMECUBE I PC I GBA I PLAYSTATION

Broken Sword: The Sleeping Dragon (PS2)

GunGrave (PS2)



Raging Bless (PS2)

Reign of Fire (PS2)

Surveillance (PS2)

Otostaz (PS2)

Seen these anywhere else yet?

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IMPORT REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

OUT JAPAN NOW OUT UK AUTUMN

ONIMUSHA 2

"IF YOU DON'T BITE YOUR LIP AT THE BITTERSWEET CONCLUSION, YOU'RE NOT HUMAN"

Capcom's zombie-slashing adventure tramples old ground – leaving a deft RPG footprint and graveyard of busted bones. Making friends and disabling your enemies has rarely been such fun.

YOUR HUZZH PEEK Daniel Dawkins

INFO

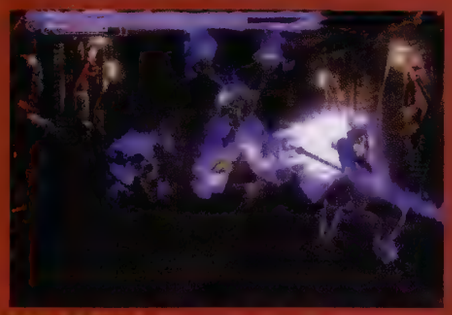
- **CODE TESTED** NTSC (Japan)
- **DEVELOPER** Capcom
- **PUBLISHER** Capcom
- **GAME TYPE** Act on Adventure
- **PRICE** ¥6,800
- **EXTRAS** Memory Card, DualShock 2

DETAILS

- More than 15 hours of gameplay – with multiple routes through it and unlockable new game modes.
- Five elemental weapons – including an all-new ice pike and impact hammer, plus a secret flame sword.
- RPG-trade system and soul-exchange weapon upgrade.
- Two dark realms – with suitable rewards.
- Hidden costumes and 'making of' videos.

Sadly, there're no English subtitles, so you're going to miss out on the plot's finer details. Most puzzles are logical enough, but you'll probably need help from the Internet to solve some Kanji-led riddles.

Things start badly. The pre-rendered backgrounds look wonky, the control system's defiantly digital and, when you're honest, the new hero, Jubei, looks like Samonsuke's wobbly uncle. You really, *really* want to like *Onimusha 2*, but – initially at least – everything feels so safe, so familiar, so *predictable*. It's only when you sweep aside your preconceptions, and realise that Capcom's RPG-enhanced slasher is *all* about making friends, that it clicks. *Onimusha 2* isn't evolutionary, nor an analogue-flicking riposte to *DMC* – simply the same engrossing adventure it always was, only grander, subtler and more relentless.



SPIRIT LEVELS As Super Demon Jaqyu, Jubei can unleash a lethal stream of soul energy, shattering the monstrous hordes.

Friendship is, quite literally, the key. Our hero, Jubei, is joined by four unique personalities, who – depending on how you treat them – have a dramatic impact on the course of the plot. Essentially, you make friends by trading gifts and collecting gold – introducing a satisfying, yet unfussy, pseudo-RPG element to the hack-slicey gameplay. Even in Japanese, the system is easy to understand. Each character has a hidden trust bar, which rises and falls according to your actions. Give them the right gifts and they'll join you in battle. Use them as a human shield and you'll lose their respect... er, just like life.

The quartets made up of your archetypal rag-tag heroes. Chubby monk Ekei wields a mighty pike and adores booze, scientist Magoichi tools up with guns and loves books, Kotaro is a plucky teenage ninja who loves, erm, teenage stuff, while Oyuu – the love interest – is a swordswoman with a love of clothes. Present a colleague with the perfect gift, and they'll

"IT'S HARD NOT TO WHOOP LIKE AN EXCITABLE YANK WHEN JUBEI DISPATCHES HORDES OF GOONS IN A BALLET OF SWIPES, THRUSTS AND SHIMMIES"

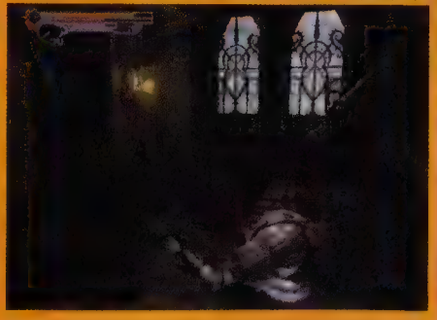
TO THE BITTER FRIEND

Trading's simple – collect money from fallen foes and buy shiny gifts from the village shop. Giving presents earns a character's trust – encouraging them to join you in battle and surrender their own key items. Just be careful – Ekei the fat monk won't be happy if you offer him a dress.

SQUAWK IS CHEAP: Different people like different gifts, so buy wisely – the green parrot might be just what Ekei's looking for...

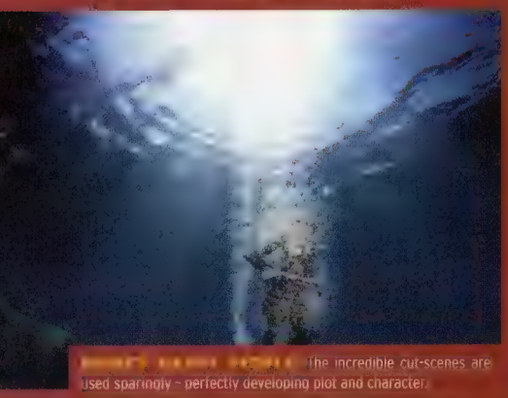
REACTION STATIONS: The characters might speak Japanese, but you can gauge their level of happiness from their body language.

BUDDY GOOD SHOW: You can't be friends with everyone – only your closest companion will help you out during key battles.



OYUU GOOD PEOPLE: When you complete the game, you're rewarded with a Team Battle mode where you use all the characters.

[illegible]: The number puzzles are like a plebfriendly version of Countdown - every line's got to add up to 15.



[illegible]: The incredible cut-scenes are used sparingly - perfectly developing plot and character.

OGRE AND OUT: Swordswoman Oyuu is faster than Jubei, but her limited weaponry makes boss encounters tense and gruelling.

FILM EXTRAS

Completing the game rewards you with a host of 'making of' videos, plus two great new game modes: Team Oni and Time Attack. In Team Oni, you charge through a series of monster-packed levels, swapping characters each time you die. Time Attack mode features Yusaku Matsuda – the actor Jubei was based on – dispensing justice in a 'Moonwalker'-style gangster suit – lifted from his classic TV series Tantei Monogatari (Detective Story).

HORSE CELEBRE: Last month, we jokingly predicted a 'making of' documentary featuring horses covered in tiny balls. Erm...

SUITED AND BOOTED: The time attack mode lets you control Yusaku Matsuda - complete with hoodlum-style plank 'o wood

SLASH AND BURN

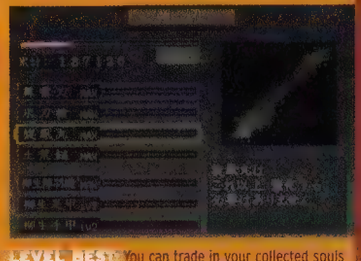
Combat's been refined to include devastating counter-strikes, cheeky auto-combos and adaptive weaponry. By sucking up vanquished foes' souls – like the original – you can power-up your weapons. The lightning sword and wind spear make a welcome return, plus there's a new high-impact earthquake hammer. Once you've cudgeoned a samurai flat, there's no looking back. Rifles, arrows and – for a brief spell – a flame-thrower complete the set. Awesome.

CRITICAL CONDITION: Time attacks perfectly and you can perform a chain of one-hit counter-kills.

SWEB-ED ASIDE: Build up your soul meter, then tap △ for a devastating lightning combo strike.

SOUL WHACKS: Suck up six spirit spheres and Jubei temporarily mutates into an all-powerful demon.

PILLARED ICE: Use the ice spear's special attack to freeze a foe, then shatter 'em with a thundering swipe



LEVEL BEST: You can trade in your collected souls to increase the range and power of your weapons

▸reward you with energy trinkets, bullets or sacred scrolls – teaching Jubei vicious new attacks. Ultimately, treat someone right and you'll get to control them.

The impact's revelationary. After ten hours of fighting side-by-side with Magoichi, jealously eyeing his rapid-reload rifle and machine gun, you finally get to take charge and ventilate the zombie hordes like flaky rice paper. Magoichi's sub-story is design genius – rivalling Raiden's gun-toting team-up with Snake at the end of *MGS2*. The action's thick and fast, the carbines roar, and the zombie gunks spitting like an open-top blender. The sensation of empowerment is unrivalled – and that's *before* Magoichi finds the flame-thrower. Best of all, it's only one of many awesome sub-routes – each long enough to satisfy, but short enough to tease. The trade system provides devastating replay incentive.

Combat's free-form and satisfying. Within minutes of picking up the pad, *Onimusha* veterans will be tearing apart zombies like wet tuna samies, stamping on their filthy necks and plunging a blade deep into their chest. You still press R1 to lock-on and cycle round your foes, but your attacking repertoire's been significantly improved. First up, tap and hold R1 to charge your weapon, sacrificing a brief period of vulnerability for maximum carnage. Alternatively, block *precisely* when an enemy attacks and tap

[illegible]: The sliding block puzzles unlock energy-extending trinkets, increasing in difficulty as the game progresses.

RAIN MAN The water effects are terrific – note the slashing rain and wild stream.

IMPACT POINT

Jubei's battled through the forest, chasing the demonic parasol queen. Just as you're about to sneak in a killer blow, your old nemesis, the spider-legged golem, charges into the scene. The resulting battle – with back up from Magoichi – ranks as one of the game's heart-stopping high points. Pure buddy-buddy-against-the-odds joy.

"IN SHORT, IT'S *ONIMUSHA* TAKEN TO ITS NATURAL CONCLUSION AND TWEAKED TO NEAR PERFECTION – AND THEREIN LIES THE PROBLEM"

INSIGHT

Jubei's character is modelled on the late, much-revered Japanese thesp-actor Yusaku Matsuda – better known as the rebellious Yakuza boss in Ridley Scott's Black Rain. Matsuda's widow initially blocked the idea – until her *Onimusha*-loving son convinced her otherwise.

◎ to unleash a one-hit-kill counter-blow. It's even possible to earn new attack combos. Trust us, combat's never been so relentless, intuitive or varied.

Puzzling is just as rewarding. Apart from your basic key-finding duties, there's a range of IQ-tickling logic problems. Riddles include number grids (where every line has to add to the same particular number), shape-slotting puzzle boxes, and an ingenious Analogue-twirling dexterity puzzle. There's nothing *quite* as fiendish as the brow-creasing water puzzle from *Onimusha*, but there's a Kanji-led rotation puzzle that comes pretty close.

The plot's still hokum – Jubei returns to a burning village, acquires spirit power and frowns a lot – but the scale's simply majestic. The game starts in a pokey mining village and expands almost invisibly until you're battling 12-foot ogres atop demonic spires, riding mechanical horses, and acquiring weapons of ancient destruction.

You might not understand what the characters say, but when one of your team is threatened the emotions are shatteringly clear. If you don't bite your lip during the bittersweet conclusion, you're simply not human.

The pre-rendered backdrops – however antiquated – are exquisite, vividly imagined and flush with atmosphere. Spot effects – like the screen-melting lava, coruscating thunderstorms and lapping beachfront waves – are among the best we've seen. Animation is typically top-drawer – it's hard not to whoop like an excitable Yank when Jubei dispatches a horde of goons in a violent ballet of swipes, thrusts and shimmies.

In short, it's *Onimusha* taken to its natural conclusion and tweaked to near-perfection – and therein lies the problem. Essentially, the game's built on the rusty foundations of *Resident Evil* – a six-year-old PSone game. We're tiring of shiny keys, cod conversations and unbreakable scenery. If Capcom don't eventually make the leap to full, real-time action, they could be left looking sadly dated. As *MGS2* proves, PS2 can handle it. For now, this is as complete an adventure as money can buy – shamelessly playable, emotionally engaging and ripe with replay value.

Initial impressions aside, after 15 engrossing, *thrilling* hours, you'll surrender to *Onimusha 2*'s hidden charms. Like any meaningful friendship, you only get out what you put in. Invest the time and the game keeps giving – spilling multiple routes, new playable characters, team-based attack modes and incredible secret weapons. When you stop focusing on what *Onimusha 2 isn't*, you can revel in what it *is* – one of the most sublimely crafted, empowering and subtly rich adventures on PS2. Things [illegible] but they end just *great*. PSM2

ROUTE LOOPY: The grey lines highlight potential sub-routes. Amazingly, we only completed 61% of the game first time out.

MATSUDA'S CHOICE

1 [illegible]

2 ONIMUSHA 2

3 [illegible]

PSM2 VERDICT

GAMEPLAY
+ Free-flowing combat, intelligent puzzles
- Huge and dificult, fiddly menus

GRAPHICS
+ Sublime backdrops, spot effects and imagination
- Characters can look 'detached' from scenery

SOUND
+ Epic themes, thumping clatters
- Hammy speech – even in Japanese

LIFESPAN
+ 15-hour quest with multiple routes and great sub-games
- You'll have to play through *some* familiar turf

OVERALL
A hero in a sea of wannabees. The action may feel familiar, but rarely so varied, exhilarating or engaging – the pinnacle of *Resi* genre chic.

89

A CUT ABOVE

DVD REVIEWS

THE ESSENTIAL **PSM2** VERDICT ON EVERY NEW RELEASE

FAST FACTS ABOUT DVD VIDEO

1 DVD stands for Digital Versatile Disc.
2 A DVD disc offers double the picture resolution of VHS – 500 line as opposed to 250 lines.
3 DVD delivers widescreen, so no more nasty panned and scanned film transfers.
4 DVD reproduces DTS and Dolby Digital surround sound at cinema sound quality.
5 DVD discs can't suffer a loss of quality from numerous viewings.
6 DVD players will also play CDs and Video-CDs.
7 DVD players in the UK play Region Two discs. US Imports are Region One. Annoyingly.

DO THE TWIST: But there's much more to Usual Suspects than the ending.

OUT UK now

THE USUAL SUSPECTS: SPECIAL EDITION

The greatest trick that director Bryan Singer ever pulled was keeping everyone completely fooled right up 'til the very end...

STARRING Gabriel Byrne, Kevin Spacey, Stephen Baldwin, Kevin Pollak, Benicio Del Toro, Chazz Palminteri, Suzy Amis, Giancarlo Esposito, Pete Postlethwaite
DIRECTOR Bryan Singer
CERTIFICATE 18
PRICE £22.99

It's so easy to write off The Usual Suspects as 'the one with the killer twist'. But while it's true that the stunning revelation generated most of the press for the movie when it was released (and what helped it become such an influence on later films), it's nowhere near all that's good about it.

Sneaking in under just about everybody's radar and made almost as an independent film with a tight – by Hollywood standards, at least – budget, it not only brought Kevin Spacey to the world's attention, it also launched director Bryan Singer's career.

And while you can argue that he has yet to match it, if he had to go down in history as the man who helmed Suspects, you can't imagine he'd be too disappointed. Plus, it's so tightly plotted that your brain is kept active at every turn as the narrative spins its way round your mind and you're kept guessing.

If you're after something that makes you think while you're being, by turns, shocked and entertained, then Suspects is hard to beat.

Alongside Spacey, there are superb turns from the likes of Gabriel Byrne and a mumbling Benicio Del Toro, while the leads are backed up by the heavyweight thesping ability of Pete Postlethwaite (your guarantee of quality). But it's the story that really creeps around behind you and pistol whips your main-brain before you have a chance to react.

What starts out looking like a simple police investigation (five regular offenders brought in after a robbery) spirals out of control as the nervous Verbal (Spacey) narrates exactly what happened to the wrong-uns after they use the cell time to plot another heist. Doubles are crossed, deals are made and the stiffs start piling up...

TWIST AND SHOUT

Writer Chris McQuarrie (who went on to write and direct the superb Way Of The Gun) thought up the labyrinthine script while working for a law firm – using exactly the sort of notice board as seen in the movie. And it shows. If all movies had to be this carefully written, Hollywood's output would significantly improve.

Combine that with the crunching action and dazzling set pieces, and you have a memorable watch in more ways than one. So it's nice to see that Suspects has finally received the treatment it deserves on DVD. While earlier releases had nothing but trailers, this Special Edition goes for the works, including a commentary (only previously available on a clunky double video set), deleted scenes and loads of featurettes. Thank goodness someone realised that a modern classic was missing out.

And if you already own the video – buy this anyway. You won't want to skip the deleted scenes or miss the chance for snipper John Ottman to talk his way through the sort of pic that's a credit to the editor's art. **PSM2**

INSIGHT

- The part of verbal was written for Kevin Spacey.
- The title is taken from the 'round up the usual suspects' line in Casablanca.
- Michael Biehn turned down a role. The fool.

TWISTY CHOICE

1 **FIGHT CLUB**
Look, the first rule is don't talk about Fight Club, all right?

2 **USUAL SUSPECTS**
Bunch of wrong-uns hatch daring plot, with horrific results.

3 **THE SIXTH SENSE**
Hayley Joel Osment is seeing dead people. Bruce Willis tries to help out...

PSM2 VERDICT

EXTRAS
Audio Commentary With Bryan Singer, Christopher McQuarrie and John Ottman ⿻ Keyser Soze: Lie Or Legend, Round Up – Deposing The Usual Suspects, Pursuing The Usual Suspects, And Doin' Time With The Usual Suspects Featurettes ⿻ Bryan Singer's Gag Reel ⿻ Deleted Scenes ⿻ Heisting Cannes With The Usual Suspects ⿻ Taking Out The Usual Suspects (Interviews And Outtakes) ⿻ Bryan Singer Introduces Kevin Spacey and Friend ⿻ Interview With John Ottman ⿻ Interview Outtakes ⿻ Trailer

OVERALL
The movie famed for its killer twist is so much more than the sting in its tail – and finally gets proper disc treatment. Unmissable.

90

DEVILISH

Kobal Collection/Paramount

OUT UK NOW

APOCALYPSE NOW REDUX

Possibly the greatest 'Nam movie ever made gets the director's special treatment...

STARRING Marlon Brando, Robert Duvall, Martin Sheen, Sam Bottoms, Aurore Clement, Laurence Fishburne, Frederic Forrest, Albert Hall, Dennis Hopper
DIRECTOR Francis Ford Coppola
CERTIFICATE 18
PRICE £19.99

Those who were on the set of Apocalypse Now recall that the director, the crew and the cast were all, to use the phrase, 'mad, bad and dangerous to know...' The stories about Apocalypse are legendary and have been chronicled time and again in print and, most crucially, by director Francis Ford Coppola's wife Eleanor in the Hearts Of Darkness documentary.

Coppola's vision drove him to insane lengths to get the project made. Terrible conditions, bad casting choices (Harvey Keitel originally got the Sheen role but was replaced after one day's filming) and budget problems (Coppola was reduced to screaming at the studio and offering to pay for shots himself) didn't help. Then there were cranky thesps (two words: Marlon, Brando) and constant rewrites by the perfectionist Coppola to deal with. It's a wonder that no one actually died while making the thing (although Martin Sheen came close, suffering a heart attack).

BACK IN SAIGON

After such a dreadful experience, you might think that Coppola would never want to be reminded of it, except when receiving kudos for how wonderfully it finally turned out. You might think that, but Coppola, ever the tinkerer, has decided to go back and create his ultimate version. Well, until he decides to do it again, anyway...

Roping in original editor Walter Murch, he's given the print a digital scrubbing, cleaned the soundtrack up and made what sometimes seems like an endless film even longer with the addition of several new scenes, which were cut shortly before the original release. Critics have argued for years about whether the re-incorporated scenes would add anything to the actual plot or impact of the film, but Coppola finally provides the answer: a somewhat baffling yes and no.

INSIGHT

- Added scenes include one set on a French Plantation.
- What was planned as a six-week shoot took 16 months.
- George Lucas was originally going to direct...

While none of the new material detracts from what is one of the best 'Nam epics ever made, you sometimes get the feeling that the footage was shoved back in because Coppola *could* do it, not because he thought he *should*. But breathe easy – there's none of the 'Greedo shoots first' horror that awaited fans of Francis' beardy friend, George Lucas, when he re-released Star Wars. No CGI has been added. The Redux version has done nothing to ruin the reputation of the original.

And yet it arrives on DVD again without the slightest extra to be found.

This is doubly insulting when it appears that studios can dredge up all sorts of extras for the lamest teen comedies or the schlockiest horrors. Admittedly, Apocalypse hails from a time before DVD was even a twinkle in its creator's eye, but there's been more than enough material to fill two discs, let alone one. What about Eleanor Coppola's doc? Other deleted scenes? Outtakes?

And considering he sat down for a commentary on The Godfather, couldn't beard-king Coppola have dragged a sleeping bag into the studio for a full-length vocal track? Cruelly disappointing. **PSM2**

WHAT'S IN A 'NAM? The movie's great, the lack of DVD extras is disgraceful.

NAM CHOICE

1 **APOCALYPSE NOW** Longer, but still as powerful as ever.
2 **THE DEER HUNTER** Russian Roulette and depression ahoy!
3 **FULL METAL JACKET** Kubrick goes to war in... London?

PSM2 VERDICT

EXTRAS
Interactive Menus ⬚ Scene Selection. Er, that's it

OVERALL
Yes, it's arguably the best Vietnam movie ever made, but it's a case of fantastic classic gets screwed again by an empty disc. Shitty.

77

WAR IS HELL

M*A*S*H: SPECIAL EDITION

OUT UK NOW

STARRING Donald Sutherland, Elliot Gould
DIRECTOR Robert Altman
CERTIFICATE 15
PRICE £19.99

One of Robert Altman's greatest works, a scathing satire of army medical life during the Korean war, M*A*S*H spawned not only a hugely successful television series, but also a way of looking at the military that few films since have matched. Donald Sutherland and Elliot Gould (who was not the director's first choice for the role, but nevertheless worked out perfectly) are the ideal team, both when cracking wise and appearing utterly world- and war-weary. The film doesn't reign in any of its punches with either the humour or the horror of war, and it's all the better for that. **PSM2** **86**

SERIES 7: THE CONTENDERS

OUT UK NOW

STARRING Marylouise Burke, Brooke Smith
DIRECTOR Daniel Minahan
CERTIFICATE 18
PRICE £19.99

Didn't catch this indie jewel when it was out in cinemas? Not surprising, because it was hardly given the treatment (or wide release) it deserved. And if you did miss it, catch it now on DVD – it's a seriously enjoyable and darkly funny take on all those awful reality shows. It imagines a world where the best show on TV is a compulsory game show involving regular people hunting each other down with rifles and pistols. Only one can win and the game takes place in suburban neighbourhoods... Honestly, it's a lot better than it sounds. **PSM2** **73**

ALSO RELEASED

THE SIMPSONS FILM FESTIVAL
Released Out Now **Cert** 12 **Price** £15.99
Featuring A Star Is Burns, Itchy and Scratchy: The Movie, 22 Short Films About Springfield and Beyond Blunderdome. Genius. But only four episodes? **73**

TIGERLAND
Released Out Now **Cert** 18 **Price** £19.99
Joel Schumacher's tale of young soldiers stuck in the titular training zone. Then, they have to go into battle for real... Low key. **57**

AMELIE
Released Out Now **Cert** 15 **Price** £19.99
Beautifully shot and wonderfully written, you'd have to have granite for a heart not to find this utterly charming, clever and funny. **82**

CLEOPATRA
Released Out Now **Cert** PG **Price** £19.99
One for your missus or your mum. Sweeping, majestic and solidly performed, it's been given the five star DVD treatment it deserves. Should you care? **76**

MAD CITY
Released Out Now **Cert** 12 **Price** £12.99
When frustrated worker John Travolta barricades himself in a building, scoop-hungry journo Dustin Hoffman gets more than he bargained for... **60**

ROLLERBALL: SPECIAL EDITION
Released Out Now **Cert** 15 **Price** £19.99
Before what sounds like the world's most cack-handed remake dirties these shores with its presence, enjoy the cult original. **75**

COMING SOON

HARRY POTTER AND THE PHILOSOPHER'S STONE
May 11th
£22.99

THE LONG GOOD FRIDAY
April 8th
£24.99

BUFFY THE VAMPIRE SLAYER: (SEASON FOUR)
May 13th
£19.99

Kobal Collection/Paramount

Kobal Collection/United Artists

TO BUY ALL OF THESE GAMES WOULD COST AROUND £180

FINAL FANTASY X

SPACE RACE

RALLY CHAMPIONSHIP

TAZ WANTED

MOTO GP

WHY NOT TRY THEM ALL FIRST IN THIS MONTH'S ISSUE FOR LESS THAN £5.50?

PlayStation.2
OFFICIAL MAGAZINE-UK

THE ONLY MAGAZINE WITH A PLAYABLE PS2 DEMO DVD.
WHY NOT TRY BEFORE YOU BUY?

MAY ISSUE ON SALE NOW: £5.49 EXCLUSIVE FINAL FANTASY X REVIEW, TOMB RAIDER: THE ANGEL OF DARKNESS REVEALED, METAL GEAR CREATOR HIDEO KOJIMA INTERVIEWED, FIRST PLAY OF SPIDER-MAN: THE MOVIE, NEWS ON BROKEN SWORD 3 AND MUCH MORE!

PSM2 CHARTS

GORGE YOURSELF CRAZY ON OUR OFFICIAL WORLDWIDE RANK-EM-UP

CHARTS FOR MONTH ENDING MARCH 02

PS2 TOP 20

POSITION	Last Month's Position	Months on Chart	Highest Chart Position	GAME NAME	Publisher	Developer
1	NEW ENTRY!			Metal Gear Solid 2	Konami	KCEJ
2	18	9	1	Gran Turismo 3: A-spec	Sony	Polyphony Digital
3	2	3	2	Grand Theft Auto 3	Take 2	DMA Design
4	RE-ENTRY!			Tekken Tag Tournament	Sony	Namco
5	1	2	1	State of Emergency	Take 2	VIS Entertainment
6	2	3	2	Max Payne	Take 2	3D Realms
7	4	2	4	Wipeout Fusion	Sony	Studio Liverpool
8	RE-ENTRY!			Dead or Alive 2	Sony	Tecmo
9	RE-ENTRY!			Time Crisis 2	Sony	Namco
10	10	4	4	Pro Evolution Soccer	Konami	KCET
11	NEW ENTRY!			Maximo	Capcom	Capcom
12	RE-ENTRY!			Formula One 2001	Sony	Sony
13	11	4	5	Tony Hawk's Pro Skater 3	Activision	Neversoft
14	6	2	6	Monsters, Inc.	Sony	Disney Interactive
15	9	4	2	TimeSplitters	Eidos	Free Radical
16	14	2	14	Herdy Gerdy	Eidos	Core Design
17	8	4	3	007: Agent Under Fire	EA	EA
18	20	2	18	UEFA Champions League	Take 2	Silicon Dreams
19	RE-ENTRY!			FIFA 2002	EA	EA
20	18	4	12	Crash Bandicoot: Wrath Of Cortex	Vivendi	Traveller's Tales

JAPANESE TOP 5

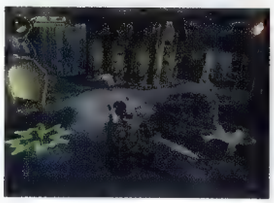
1	NEW ENTRY!			Onimusha 2	Capcom	Koei
2	NEW ENTRY!			2002 J.League Pro Soccer	Sega	Sega
3	NEW ENTRY!			Xeno Saga Episode 1	Namco	Spike
4	NEW ENTRY!			Hadaki Street 3	Enix	Sega
5	NEW ENTRY!			Ex Jinsei Game	Takara	Square

US TOP 5

1	1	5	1	Grand Theft Auto 3	Rockstar	DMA Design
2	2	3	2	Final Fantasy 10	Sony	Square
3	3	2	3	NBA 2K2	Sega	Visual Concepts
4	4	7	1	Madden NFL 2002	EA	EA
5	NEW ENTRY!			Max Payne	Take 2	3D Realms

METAL GEAR SOLID 2: SONS OF LIBERTY

We loved it to bits, and so do you. *MGS2* goes straight in at the number one spot, and deservedly so. Simply the best sneak-em-up money can buy. If you haven't already snuck out to grab a copy, do so. Now.



MAXIMO

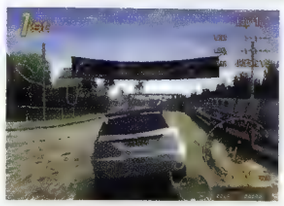
Small chap, enormous chopper. The ancient, acclaimed, but outrageously unfair 2D arcade-platformer gets the 3D treatment for PS2, resulting in a gorgeous, meaty, action-pie that corrects all the faults of its distant relative.

HERDY GERDY

Shifting your furry friends from point A to point B, all the while preventing the bigger critters from feasting on those further down the food chain *sounds* like the makings of a great puzzler. But it ain't. Plenty of polish, not much bloody fun.

ONIMUSHA 2

This action-adventure is epic in every way. The best thing is, get hold of an import copy and it plays beautifully *without* the need to have a degree in Japanese (though you may need help with a couple of the trickier puzzles). Reviewed on pg90.



GRAN TURISMO 3: A-SPEC

A new lease of life to *GTA3: A-spec*, and a whole pile of other classic PS2 releases, thanks to the launch of Sony's Platinum label. Top-quality games with a year-or-so's vintage for only 20 quid – it's rude not to, really.

GRAND THEFT AUTO 3

It's all about nicking motors on the surface, but the open-ended go-anywhere, do-anything level design keeps it as fresh and fun now as the day you eagerly ripped off the cellophane. Laaavly.

FIFA 2002

It seems only yesterday that the latest *FIFA* hit the shops, and it's about to be superseded *yet again* by *2002 FIFA World Cup*. Another unnecessary update, or a decent game of football this time around? Check our review on pg60...

FINAL FANTASY 10

Square's latest in the epic RPG series has been available Stateside since Christmas, but we're going to have to wait until July before it'll see light of day in the UK. That's a whole *year* after Japan. It's enough to make our blood boil, really it is.

15 GAMES YOU NEED TO PLAY BEFORE YOU DIE

LIFE'S too short. Just ask Elvis, the Queen Mum and, hell, even Ronnie Corbett (still alive, still too small to reach the fridge). And there's just too many games to squeeze in, right? You want to know which you have to get hold of to make your life OK again? You've come to the right place. Here's your fat free guide to the titles everyone reading this mag needs to buy, borrow or steal; the titles that define the PlayStation 2 experience; the games that link us all. Hey, if you've not played these games and experienced all these momentous moments, you just haven't lived...

GRAND THEFT AUTO 3

Released: October 26th 2001
Expect to pay: £35 new, £25-30 used
Ban this sick game. No, not really. The first thing *anyone* with a healthy sense of curiosity will notice about *GTA3* is that it lets you do whatever you want. From kneecapping old ladies with a Louisville slugger to reversing over a rozzer, you're only limited by your own depravity. And this is the game that ruled the PS2 charts for a century.
The moment you'll never forget: Tuning into the radio before going on a drive-by.

METAL GEAR SOLID 2

Released: March 8th 2002
Expect to pay: £40 new, £35 used
Forget people who tell you that the chatter ruins the game – they sprinted through it. Ignore anyone who tells you that new lead character Raiden's a whiner – they haven't even noticed the Skywalker/Solo relationship between him and Snake. And, most of all, ask anyone who tells you there isn't enough gameplay in there whether they've heard Emma's wig speech or listened to Snake's dreams. It might not be the most playable games ever, but it's certainly one of the most engrossing for your money.
The moment you'll never forget: The Raven toy/flashlight combo.

HALF-LIFE

Released: November 30th 2001
Expect to pay: £35-40 new, £30 used
It's the best first-person shooter every made and now it's on PS2. If you've played it on PC, well, the new Decay two-player adventure probably isn't enough to warrant you forking out £40. If you've missed out on the whole *Half-Life* thing, then GET THIS NOW. It packs incredible graphics, loads of shooter action and one of the most elaborately orchestrated videogame plots ever seen, anywhere. Imitators beware of this baby...
The moment you'll never forget: Facing up to the alien that's the size of a house.

VIRTUA FIGHTER 4

Released: May 10th 2002
Expect to pay: £35-40 new
Tekken 4 is truly fantastic, but there's still no confirmed release date for the UK. So *Virtua Fighter* takes the prize as best beat-em-up available for PAL PS2s. It might not be ambitious enough for some, but everything it attempts it pulls off effortlessly and with genuine style. It doesn't squeeze the ladies into schoolgirl outfits or crowbar in a half-arsed tag system for a shot at popular appeal either – and we admire it for that.
The moment you'll never forget: Hoofing someone into the snow – watch it compress.

SILENT HILL 2

Released: November 23rd 2001
Expect to pay: £35-40 new, £30-35 used
This isn't designed to please everyone. It's slow, flawed and unrelentingly bleak. We didn't want to play it, spent large periods cursing the empty streets and didn't once jump out of our seats or look away from the screen. But we were terrified. Because if we hadn't given *Silent Hill 2* a chance, we'd have denied you the most powerful experience on PS2. A refreshing, if depressing, antidote to *Jak and Daxter's* saccharin tweeness.
The moment you'll never forget: Hiding in a cupboard and seeing scuttle-face jigging with some monsters

SSX TRICKY

Released: November 30th 2001
Expect to pay: £40 new, £30-35 used
Like an estranged lover, the sequel to *SSX* returns slimmer, fitter and more alluring than ever. You might see the similarity, but you won't stop falling in love again. The game tackles your senses like a steroid-fuelled octopus – engaging your involvement on every level. *SSX Tricky*'s one of those titles that defines the PS2 experience, even if other consoles have tried to get in on the act in the meantime...
The moment you'll never forget: The first jump on Garibaldi when you float through the mist. Magic.

BURNOUT

Released: November 16th 2001
Expect to pay: £30-40 new, £25-30 used
It's very nearly a whole new concept in videogames. It's the smash-em-up. The car crash-em-up. A ram-jammed, brain-scrambling eye-shag. It's fast, it's exciting, it's exhilaration beaten flat and fashioned into a five-inch PS2 platter. After the relentless racking up of countless cars and cash in *GT3*'s real-athon, *Burnout*'s an experience every racing game fan must try. If this doesn't move you, you're dead already.
The moment you'll never forget: The first time you crack a Burnout. Oh yes.

FINAL FANTASY 10

Released: July 2002
Expect to pay: £40 new
As a whole package, *Final Fantasy 10* is the most gorgeously colourful and visually outstanding title to grace any console. It's like seeing the best animated film ever created and then being allowed to grab the strings of the central characters. If you're a fan of the series you'll go into raptures of this installment, and even if *Final Fantasy* doesn't float your boat there's still enough here to captivate.
The moment you'll never forget: Seeing the first CGI in the Blitzball battle.

DEVIL MAY CRY

Released: December 7th 2001
Expect to pay: £35-40 new, £25-30 used
Devil May Cry's appeal is all down to its sense of style. It Sellotapes a pair of shades to your head, stuffs a toothpick in the corner of your mouth and whispers in your ear: "You are cool. You. Are. Cool." It's like playing an Anime film, or being Chow Yun Fat. Yes, it can feel like a series of well-implemented boss battles that are over far too quickly – but some things in life just aren't meant to be savoured for long.
The moment you'll never forget: *That* sword-uppercut-shooty-shoot combo.

ICO

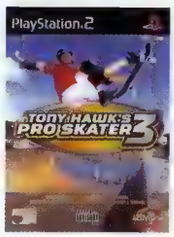
Released: March 22nd 2002
Expect to pay: £35-40 new, £30 used
Horned boy drags transparent girl through castle. If you're the sort of gamer who *has* to shoot things, who demands constant entertainment and resents exploration, then look away now. *Ico* has little to offer you. But if you want a tantalising glimpse of digital reality and – dammit – a soulful adventure that re-defines the boundaries of PS2, *Ico* has a short-lived fantasy tale to warm your heart. And not a raging explosion in sight.
The moment you'll never forget: Running past a window and sunlight floods the screen.

MAXIMO

Released: March 1st 2002
Expect to pay: £35-40 new
Some will dismiss Capcom's tough-but-rewarding platformer as hideously limited. Contrary to the simplistic cartoon veneer, this couldn't be further from the truth – it's an ultra-precise world of expanding complexity. Very soon, the PS2 community will be divided – those who completed *Maximo*, and those that couldn't. Spare the balancing act and get on the right side of the fence.
The moment you'll never forget: Beating the final boss to discover... *nooooo!*

PRO EVOLUTION SOCCER

Released: November 23rd 2001
Expect to pay: £35-40 new, £30 used
The world's greatest footy game. With better commentary, sharper presentation and tighter AI, the most compulsive, balanced multi-player game in existence would've attained virtual perfection. That said, it's still the game everyone at PSM2 Towers turns to in order to settle arguments. It's the disc that every footy fan *must* own – few games take such a paralysing hold of your senses.
The moment you'll never forget: Sheer elation at knocking one home.



TONY HAWK'S PRO SKATER 3

Released: November 30th 2001
Expect to pay: £35-40 new, £30 used
It could have gone horribly wrong. Developers Neversoft could've fluffed the on-line play and fallen prey to that 'difficult' third game syndrome. But as far as criminally addictive, insanely rewarding, divinely crafted challenges go, three really is the magic number. According to the Collins Oxford Dictionary, obsession is 'something that preoccupies a person to the exclusion of other things'. In videogames, it's *Tony Hawk's Pro Skater 3*.
The moment you'll never forget: Playing three Americans on-line. While sat in Britain.

JAK AND DAXTER

Released: December 7th 2001
Expect to pay: £35-40 new, £30-35 used
By default, the best platformer on PS2. But it goes some way to actually being a benchmark for anything that comes after it. Big, dumb and always fun, it misses out on classic status by inanity of plot and lack of innovation. It really doesn't offer anything radically new, but the gameplay's rock solid, it looks gorgeous and the hub structure of the game is supremely forgiving.
The moment you'll never forget: Visiting the lost Precursor City – it's platform heaven.

GRAN TURISMO 3

Released: July 20th 2001
Expect to pay: £20 new
There are moments when you're forced to acknowledge the genius of *GT3*. It might take an unexpected reflection of light, or the joy of last-ditch victory, but *GT3* thrills for as long as it's wedged in your PS2. It's near-perfect, and astounds and challenges in equal measure.
The moment you'll never forget: Winning your first tournament in Gran Turismo mode.

PLAYSTATION 2 MAGAZINE

PSM2

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PS2

プロヒント

BAG UP THE DEVIL STICKS – PS2 REVOLUTION STARTS RIOT HERE, RIOT NOW.

DUNCAN

Here at PSM2, we're all for sending it to the man. But if that involves nibbling lentil flapjacks while some hippy carps on about benefit fraud, we'd rather retire to the games room with a quilted jacket, some stuffed olives, and a copy of *State of Emergency*. Remember, those corporation guards aren't normal people, but *baddies*. So try to think the same when you're stamping all over their midget equivalents with our A-grade munchkin-bothering cheats.

The radical theme continues, as PSM2's own game-dwarf Dan infiltrates Neversoft HQ – armed only with a spandex kneepad and swiss army knife – to retrieve the top-secret European codes for the hidden create-a-skaters in *Tony Hawk's Pro Skater 3*. Sure, there was that unfortunate incident with the bottle opener attachment and screw-top Panda Cola, but at least we've nabbed some great new customisation options for your personalised skaters. Do we have the bottle to print them? Of course we do – just take a look right over the page there. At the midget. Again.

Talking of fine garments (nice link), PS2's answer to that unfeasibly chunky CK feller, Maximo, unwinds with some of your gaming woes just over the page. In many ways, the World's unluckiest knight's got a lesson for us all. Even when you've lost everything, as long as you've got your wits and a freshly ironed pair of pants, you can always start again. Or cheat. Life might be all about taking direct action, but there's always a way to make it a lot less painful. **PSM2**

NEED HELP?

Are you cack-handed at Kessen? Boarding like a berk in SSX? Or have you got some advice you'd like to give to other readers? Then e-mail us at PSM2@futurenet.co.uk or write to us at the usual address.

PSM2 PRO TIPS ARE POWERED BY AR2 V2

PSM2'S MANIFESTO

PSM2's TIPS ARE: An in-depth guide to the games you need them for. We don't devote masses of space to hopeless games, because we know you won't be buying them. Instead, we'll cover every essential game in detail, but keep you up to date with all the things that entertain, challenge or amuse us in our everyday gaming.

PSM2's TIPS AREN'T: Lovingly reproduced pictures of dozens of identical cars, or instructions to 'block' in fighting games or 'ease off the gas' while you're driving. You know that, don't you?

THE KIDS FROM FLAME: Use our toasty tips to turn the riot police into flaming midgets.

›the pick of what's new トクセンジョウホウ

HOT TIPS

Sort your yabba-dabba-dos from your yabba-dabba-don'ts with PSM2's rubble-free hintstones.

STATE OF EMERGENCY

Looters, dissidents and cheats.

Infinite Ammo
During game, press L1, L2, R1, R2, △

Punches Decapitate
During game, press L1, L2, R1, R2, ○

Invulnerability
During game, press L1, L2, R1, R2, ✕

Unlimited Time
During game, press L1, L2, R1, R2, ◎

More Looting
During game, press R1, L1, R2, L1, △

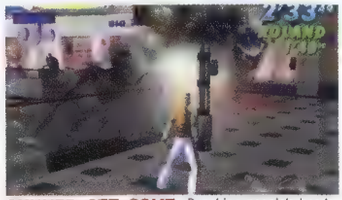
Big Player
During game, press R1, R2, L1, L2, △

Normal-Sized Player
During game, press R1, R2, L1, L2, ◎

Small People
During game, press L1, L2, R1, R2, ○

Get All Weapons
During game press START then hold L2 and press ○(3) L1, R1, R2, ○(5)

Get Kaos Mode Characters
During the game, press:

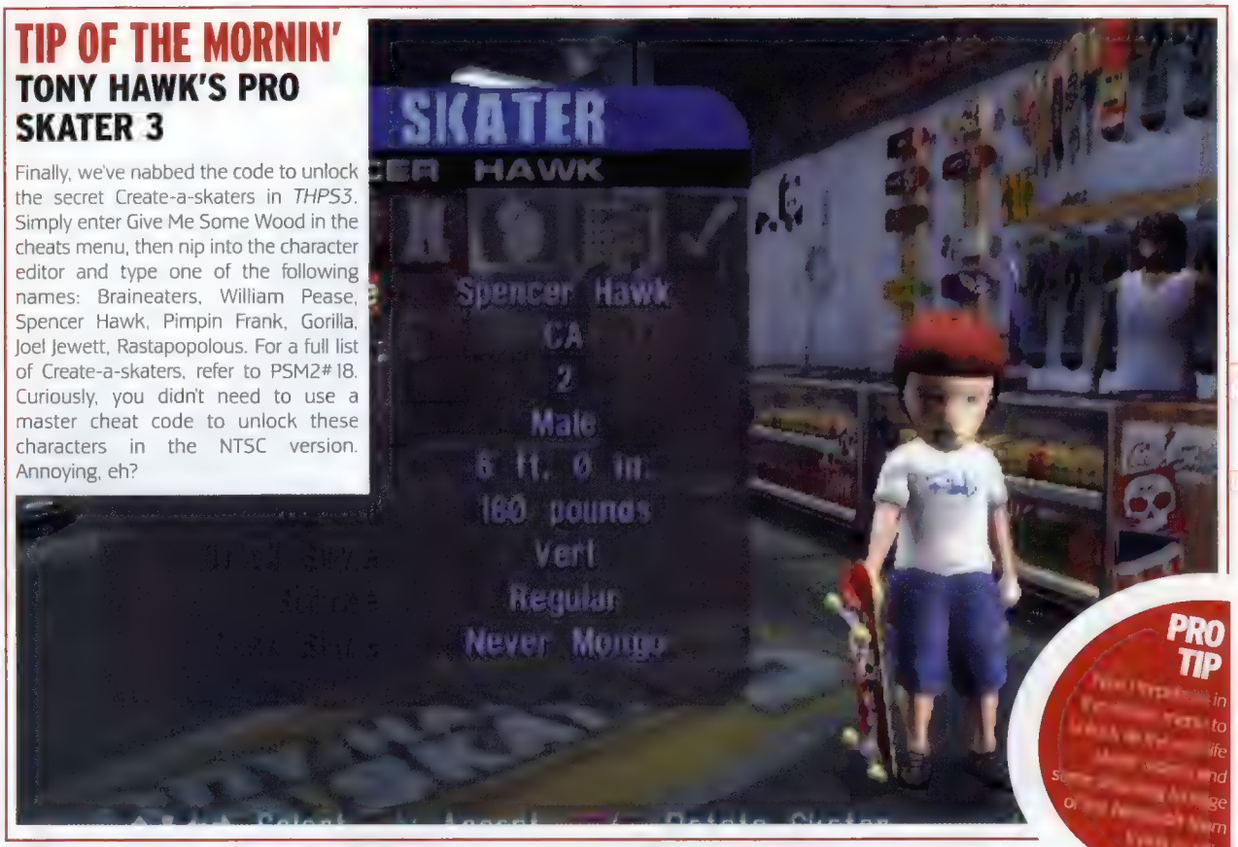


GUNNER GET SOME: Punching people's heads off in real life can't be strictly condoned. Messy, y'see?

TIP OF THE MORNIN'

TONY HAWK'S PRO SKATER 3

Finally, we've nabbed the code to unlock the secret Create-a-skaters in *THPS3*. Simply enter Give Me Some Wood in the cheats menu, then nip into the character editor and type one of the following names: Braineaters, William Pease, Spencer Hawk, Pimpin Frank, Gorilla, Joel Jewett, Rastapopolous. For a full list of Create-a-skaters, refer to PSM2#18. Curiously, you didn't need to use a master cheat code to unlock these characters in the NTSC version. Annoying, eh?



Freak
During game, press →(4), ◎

Spanky
During game, press →(4), △

Bull
During game, press →(4), ⊗

Unlock Kaos Mode Maps
Chinatown
Get 25,000 points using Kaos mode in Capital City Mall.

East Side
Get 50,000 points using Kaos mode in Chinatown.

Corporation Central
Get 100,000 points using Kaos mode in East Side.

Get Last Clone Standing Game
Play Kaos mode and beat both the three- and five-minute timed games.

Get Unlimited Time
Play Kaos mode and beat all Arcade mode maps.

Perform Hold-Ups in the Mall
Walk to in-store counter, hold R1 and press ⊗(4). Gives money and health.

Get Wind Dancer Galleon Upgrade
During game, hold R1 + R2 and press L2, △, R3, L3, ⊗, □, R3, START, L1, ◎. Go to the map to find the Galleon

Unlimited Items
During game, hold R1 + R2 and press △, L1, START, L2, R3, L3, □, ⊗, R3, ◎. Items when found have unlimited supply

Crazy Voices
During game, hold R1 + R2 and press R3, ◎, START, ⊗, R3, △, L1, □, L2, L3

Pick Sword
During game, hold R1 + R2 and press R3, START, L2, L3, □, ⊗, L1, ◎ L3, △

Show All Treasure Chests
During game, hold R1, R2 and press R3, ⊗, △, L3, ◎, L1, START, L3, □, L2

Make Wind Dance Invincible
During game, hold R1 + R2 and press START, △, L1, ⊗, R3, L2, □, R3, ◎, L3

Get All Treasure Chest Keys
During game, hold R1 + R2 and press ◎, START, ⊗, □, R3, L1, L3, L2, △, L3

Make Katarina Invincible
During game, hold R1 + R2 and press ⊗, ◎, L3, △, R3, START, R3, L1, L2, □

Unlimited Wind Boost
During game, hold R1 + R2 and press START, L1, R3, □, L3, ◎, L2, △, ⊗, L3

KAT'S YOUR LOT: Mangling skeletons is a lot more fun when you can pretend you're playing *SSX*.

PIRATES: THE LEGEND OF BLACK KAT

Arctic plunder.

Get SSX Music
During game, hold R1 + R2 and press L1, ⊗, △, L2, □, ◎, L3, START, R3, L3

More Gold
During game, hold R1 + R2 and press △, R3, L1, □, ⊗, R3, START, L3, ◎, L2

WALKEN ON THE MOON

He can dance, he can sing, he can (probably) play the trombone – but Christopher's at his best acting like a ruthless crimelord. Who better – bearing in mind that it's conveniently simple to make childish puns out of his name – to tip *Grand Theft Auto 3*?

"Ahem. From now on, nothing goes down unless I'm... involved. No blackjack, no dope... deals, no nothing. A nickel bag gets sold in the park, I want in. You guys... got fat while everybody starved on the street. Now it's my... turn. Incidentally, did you know that if you shoot the... moon with the sniper rifle in *GTA3*, you... can make it bigger or smaller? I amaze... myself sometimes, honestly... I... do"

NEXT MONTH: THESE BOOTS WERE MADE FOR WALKEN

AR2 V2

THE BEST NEW CODES FOR YOUR ACTION REPLAY 2

You must enter the M code for these AR2 codes to work.

Herdy Gerdy (M)
0E3C7DF2
1853E59E
EE93E01E
BCD85A22

99 Bells
CEAAF89E
BCA99BE6

99 Doops Herded
CEAAFAFE
BCA99BE6

No Droops Left to Herd
CEAAFAFA
BCA99B83

No Droops Killed
CEAAFA86
BCA99B83

99 Gromps Herded
CEAAFA82
BCA99BE6

No Gromps Left to Herd
CEAAFA8E
BCA99B83

99 Bleeps Herded
CEAAFA96
BCA99BE6

No Bleeps Left to Herd
CEAAFA92
BCA99B83

No Bleeps Killed
CEAAFA9E
BCA99B83

Have all Herding Tools
DEA9E172
BCAB9E87
DEA9E17A
BCA99B87

Have Boots
FEA9E106
BCA99B84

Have Climbing Feather
CEA9E102
BCA99B84

Have Gloves and Suit
CEA9E10E
BCA99B84
CEA9E10A
BCA99B84

Max Payne (M)
ECBDA3AC
1444EE1C

Playing it Bogart
4CCEAB4C
1456EBF3

Man Riding Shotgun
4CCEDB64
1456EBF3

Fear that Gives Men Wings
4CCE0B7C
1456EBF3

Empire of Evil
4CCE3B94
1456EBF3

An Offer You Can't Refuse
4CCE6BAC
1456EBF3

No Payne No Gain
4CCB9BC4
1456EBF3

Funny as Hell
4CCBCBDC
1456EBF3

Next Doorway
4CCBFBF4
1456EBF3

Name of Your Enemy
4CCB2B0C
1456EBF3

Clean Up Duty
4CCB5B24
1456EBF3

Pain and Suffering
4CCC8A3C
1456EBF3

End Credits
4CCC9240
1456EBF3

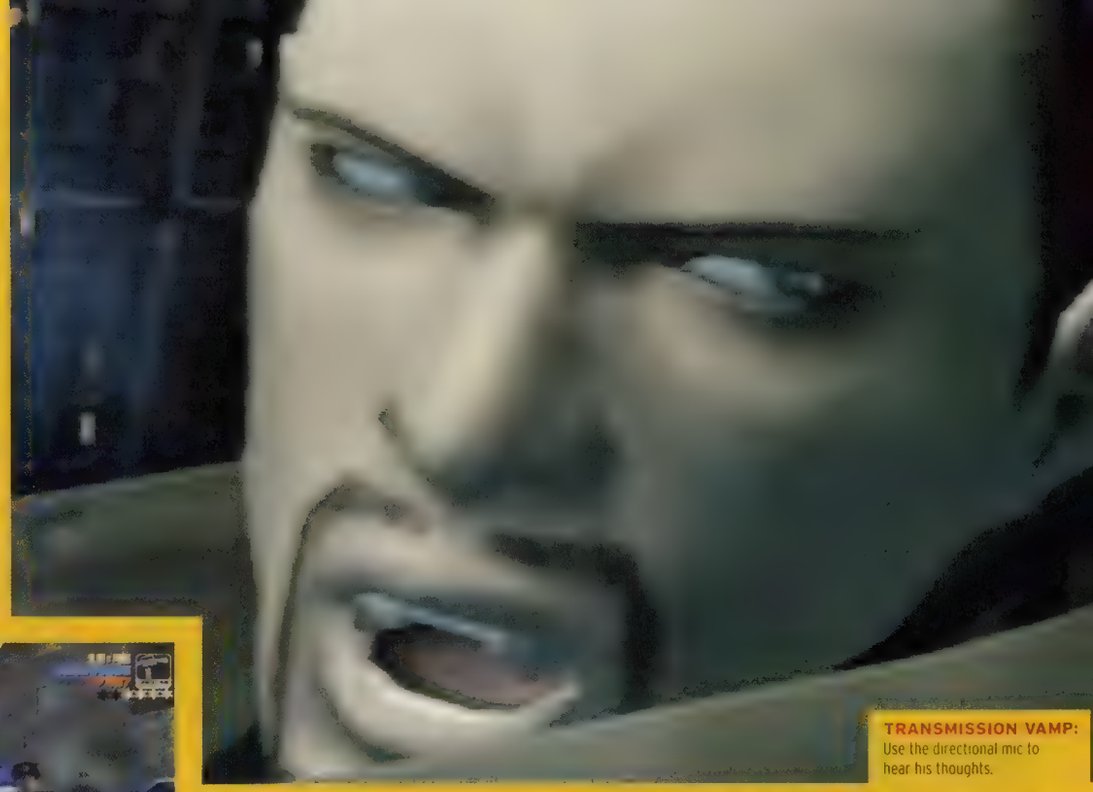
End Combat
4CCC9A44
1456EBF3

PRO TIPS

"TEST AN EXPERT"

TEST MAXIMO

The World's busiest man takes time out to tackle your gaming woes. In his pants.



TRANSMISSION VAMP: Use the directional mic to hear his thoughts.

METAL GEAR SOLID 2

Hello PSM2,

I bought *MGS2* the day it came out, and have since completed it.

It's clearly the best game ever, but one thing's bothering me. Is it possible to stop Emma being killed by Vamp? I'm asking because it was possible to rescue Meryl in the first game, so maybe that's the case here.

Jannis Jessen,
Luxembourg

SQUAT 'EM FLAT: When Emma meets the bugs, zap them with coolant or simply tranq her.

In a word, no – Emma can't be saved, but there is a clever way to get to know her better when she's alive. In the scene where Emma crosses the tanker and Raiden provides covering fire, you can use the directional mic to hear what she's saying. For some reason, Emma can't stop mumbling about Raiden's hair. *Hmmm ... what's this? I'll just use my key and ... HURGH! Oh, my lovely shiny breastplate. Bugger.*

THE COP END: Make sure Shoreside's finest stay behind you, or they'll ram you off the road.

GRAND THEFT AUTO 3

Dear PSM2,

I'm stuck on the Donald Love mission – Decoy. As hard as I try to escape from the cops and enforcers, they keep chasing me until the securicar blows up. Please can you help me out, because I really want to complete *GT3A*.

Charlie Emseis

This isn't as tough as it first seems, if you know what you're doing.

Basically, you've got to act as a decoy for three minutes, deflecting the FBI. Nab a car and head towards the purple dot on the map. When you reach Shoreside Vale, get in the Securicar, and speed toward your hideout in Shoreside Vale or Staunton Island. Simply wait in your hideout until the three minutes elapse, or ride across the spiral bridge to Staunton Island and kill some time there. Alternatively, head back to Staunton Island via the underground tunnel – the police can't overrun you and you'll only take damage from behind. When you complete your mission, all your wanted points are erased and you can collect your reward.

If all else fails, enter the following cheat during gameplay for better driving skills: L1, L1, R2, L1, ←, R1(2), △ – and press △ when driving to jump. *Peace at last, I'll just take a seat and ... God alive! The floor! Hngrh ... phew.*

DARK CLOUD

Dear PSM2,

I'm desperately in need of your advice. I'm facing the Ice Maid boss on the third city in the shipwreck. I can't get close enough to hit her, and if I use the Cat Girl or Genie Girl with slingshots or magic rings, it doesn't seem to have any effect. Do you have any suggestions how I can prevail?

Harry Ellams

Um, you mean La Saia right? Above all, make sure you have lots of cure items and stamina potions – plus some Dran's Feathers to quicken your movement with Toan. Use your best weapons and make sure both Toan and Ruby equip fire gems.

At the start of the fight, the Ice Queen launches straight into ice spells – the ice blocks pop up everywhere – so don't bother wasting energy trying to dodge, just gorge on stamina potions and run in a zig-zag fashion when La Saia starts her regular attacks.

Rush up to her and slash her shield, breaking it temporarily. Quickly switch to Ruby and mercilessly blast La Saia with fire magic – remember to junction the fire attribute on her weapons. Switch back to Toan and repeat the pattern. If you're really stuck, try hiding behind the pillar nearest to La Saia, and launch your attack when her attacks run dry. No two ways about it, this is tough. *Hmmm ... a chest. I'll just open this up and ... AIEEE! My pants! Sophita's going to kill me ...*

EAR AND CLOTHING: Before entering the torturous Ice Maid battle, make sure to equip the fire gems - guaranteed to cause maximum damage.

STUCK?

SHARE YOUR EXPERIENCES WITH PSM2

Next issue, we'll have an entirely new tipmaster at the helm – Revolver Ocelot or Sion Barzahd possibly. If *you've* got a gaming conundrum and you'd like it answered by an obviously fictional character, send it to – Test An Expert, PSM2, Future Publishing Ltd, 30 Monmouth Street, Bath, BA1 2BW. Or e-mail it to PSM2@futurenet.co.uk

BYTESIZE

EVE OF EXTINCTION
To get twin daggers, finish the game on any difficulty setting and save your game after the credits. Load the save to receive the prize. Also unlocks the Survival and Three Minute Attack modes.

2002 FIFA WORLD CUP KOREA JAPAN
To perform cheeky keepy-ups, stop then tap and hold R1. A great way to break stubborn defences is the one-two – flick the Right Analogue stick in the direction of a team-mate.

DARK SUMMIT
Sheesh, get this. If you look like bailing a trick, simply press START and, when the game is resumed, you'll return to your regular position and scoop the points - without needing to land. Radical, dude.

TONY HAWK'S 3
Enter the cheats menu and type Give Me Some Wood to unlock all the decks for the current skater. If you want the decks for every skater, you'll have to choose the character and enter the code each time.

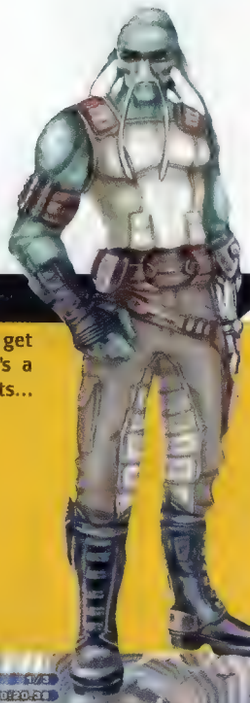
DRAKAN
To unlock all spells, during gameplay press and *hold* L1, R2, L2, R1 – in that order – then tap, ↑, ↓, ←, →, →, ←, ↓, ↑. Every time you enter the code, your spells jump a level. Now that's magic.

HEADHUNTER
To access the Star Locker at the LEILA office, beat the records in all the VR Missions, then beat the game. Inside is every single weapon in the game, with unlimited ammo.

SUPERCAR STREET CHALLENGE
If your Supercars aren't as super as you might have hoped for, simply enter ↑(2), ↓(2), ←, →, ←, →, ○, ✕ at the car selection screen to unlock the Furasshu-sama car.

STAR WARS

You have learned much, young Skywalker – but you are not a Jedi yet. Complete your training with our Force-filled guide.



JEDI STARFIGHTER

There're all sorts of classic ships tucked away for experienced pilots to experiment with in *Jedi Starfighter* – all of them cooler than the purple wedge itself. Here's a complete guide to the bonus missions – and what they unlock.

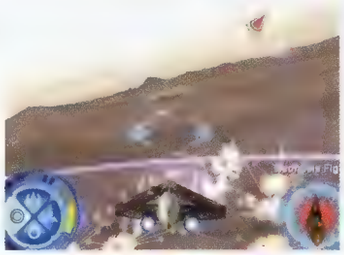
ACT 1

MISSION 1: After the Lander appears, target the the unknown ship and destroy it.
Two-player: Complete the mission in under four minutes.
MISSION 2: Do not let any TF craft land on the beach. Whatever. You. Do.
Two-player: Destroy the TF battleships.
MISSION 3: Droid starfighters in the hangar must be destroyed.
Two-player: Yellow doors under the space station must be destroyed. *(Unlocks the X-Wing.)*
MISSION 4: All the tractor beam towers must be right royally destroyed.
Two-player: Sub docks must be destroyed. *(Unlocks the TIE Fighter.)*
MISSION 5: All enemies must be destroyed.
Two-player: All buildings must be protected.

GRANNNY SITH: Don't get too close to the Star Destroyers before you've taken out their armaments.

ACT 2

MISSION 1: Complete mission in under nine minutes.
Two-player: All round containers must be destroyed.
MISSION 2: All TF freighters must be destroyed.
Two-player: All Sabaoth craft must be destroyed.
MISSION 3: All landers and freighters must be destroyed.
Two-player: All defence barracks must be destroyed *(Unlocks the Advanced Zoomer.)*
MISSION 4: Hex deployers must be destroyed.
Two-player: Destroy dropships before they land. *(Unlocks the Advanced Jedi Starfighter.)*
MISSION 5: Stop tugs from being destroyed.
Two-player: Sabaoth destroyer Reaver must be destroyed. *(Unlocks the Sabaoth Fighter.)*

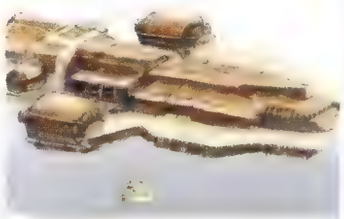


QUI-GON WITH THE WIND: The force power takes a bit of mastering, but it's well worth the effort.

OBI-WAN CORNETTO: Approach cannons from the *back*. We can't stress that enough.

ACT 3

MISSION 1: TF landers must be destroyed.
Two-player: All missile frigates must be destroyed. *(Unlocks the Advanced Freefall.)*
MISSION 2: All turrets must be destroyed.
Two-player: Cruiser must be destroyed without using orbital cannon.
MISSION 3: All bunkers must be destroyed.
Two-player: All clones must survive. *(Unlocks the Advanced Havoc.)*
MISSION 4: Keep Mere transport ships from being destroyed.
Two-player: Toth's shields must be knocked down before he escapes.
MISSION 5: Keep Mere cruisers from being destroyed.
Two-player: All turrets on destroyer and flagship must be destroyed. *(Unlocks the Republic Gunship.)*



ART ATTACK: Complete enough of the bonus missions and you'll unlock some spiffy concept art.

FEEL THE FORCE

To become invincible, go to the Code screen at the Options menu and enter the code QUENTIN. But remember, cheats leads to hate, and hate leads to suffering. Or something.

RACER REVENGE

Not as good as *Starfighter*, but still as close as you'll get to bombing around Tattooine in a Speeder. There's a wealth of stuff to discover, but first some general hints...

WATTO'S BRIBES

After you get first place in a race in Tournament mode, you can never race it again for money, and after you complete it the first time you can never get the full purse again. Since Watto's bribes amplify your winnings by a percentage, it's best to destroy as many other racers as possible the first time. Which brings us to...

RAMMING

It's very important to get the par number of kills if you hope to max your Pod. The best advice is to ram often and early. Your best bet is to focus on one Pod until it's destroyed. This means waiting for it to catch up if it starts to lag. You want to aim for the Pod itself and not the engines, and sideswipe it, boosting at the last possible moment.

Your goal should be to knock out two Pods on the first lap and the third Pod before the second half of the second lap. By then you'll be 20-30 seconds behind the first-placed Pod, but the lap and a half should give you enough time to catch back up and cross the finish line in first.

REPAIRING

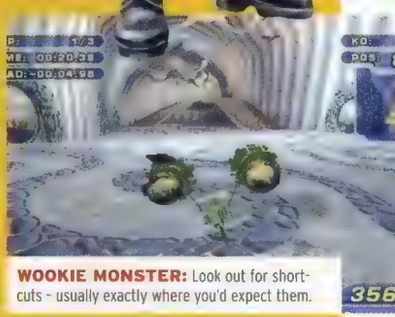
If your status turns red, you should repair as quickly as possible. The best way of doing this without losing speed is to quickly boost before you press the repair button, and keep holding both buttons down until you're back in the yellow or green. You might still lose a few mph, but not nearly as much with normal repairing.

ART GALLERY

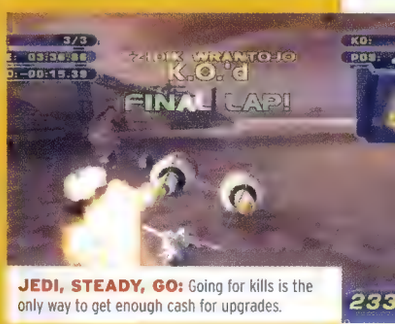
Beat the first circuit in Tournament mode to unlock the Podracers section of the Art Gallery. Beat the second circuit (the next four races) to unlock the Pilots section. Beat the third circuit (the last five races) to unlock the Planets section.

HIDDEN CHARACTERS

Young Anakin
To unlock the Little Jake Lloyd version of Anakin, beat the top lap time for each track.
Sebulba
Knock him out during a race – or to unlock the Episode One version, get first place on all the tracks in Tournament mode with the normal Sebulba.
Watto
Beat the top Best Race (three laps) time for each track.
Darth Maul
Beat the top KO score for each track. The easiest way to do this is with Sebulba.
Darth Vader
Beat the Tournament with either Young Anakin, Watto, or Darth Maul – except that you must have already unlocked *all three* before you can unlock Vader.



WOOKIE MONSTER: Look out for short-cuts – usually exactly where you'd expect them.



JEDI, STEADY, GO: Going for kills is the only way to get enough cash for upgrades.

EWOK 'N' ROLL: Careful timing of the boost button's the mark of a good racer.

DARTH BROOKS: The start of the race is an ideal time to single a racer out for punishment.

PSM2 PRO-DOJO

Welcome to the Dojo – the place where gamers strive to join PSM2's hallowed order of experts. Join us, as we smear our pads in venom made from tree bark and frog juice, then invite our mates round...

NEW LEAGUES

WIN! ACTION REPLAY

We've just concluding that we must have the ugliest readers in magazinedom – none of you are sending your photos in. What have you got to hide, eh? With these scores you're gaming debtor!

PROVE YOUR MASTERY!

At some point in their lives, everyone thinks about becoming a ninja – if only for the funky togs. Thankfully, sanity soon prevails and you turn your well-honed co-ordination to computer games instead.

In Pro-Dojo, we're taking it a step further. Send us evidence of your gaming genius, and we'll immortalise you in the leagues you see printed here every month.

Unfortunately, allegations of cheating mean we can't simply accept photos of the hi-score tables any more – it's got to be your entire run. Sorry? Appealing to your sense of honour and glory isn't enough for you? Right...

WIN THINGS!

As if being hailed as one of the country's foremost button-bashers wasn't enough, we'll reward the greatest achievements with Action Replay 2 cartridges.

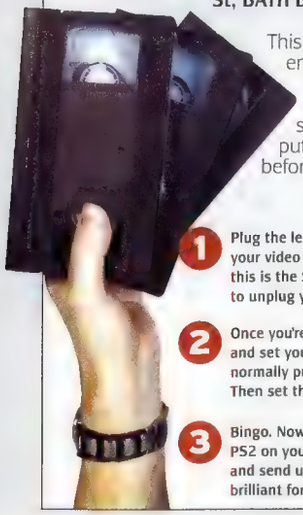
GET FAME AND RESPECT!

There's a flipside to our ruthless demands for video proof – real experts will be included on our DVD for the world to goggle at. Imagine that – you showing gamers across the globe how to nail those hi-scores. **PSM2**

HOW TO ENTER

To get in the dojo, just send us a completed entry form with a video of your performance. Simple! See our guide below if you don't know how. If you're sending in a photo, write your name on the back of it to make sure it doesn't get lost. The address is:

Pro-Dojo, PSM2, Future Publishing, 30 Monmouth St, BATH BA1 2BW, UK.



This time, the closing date for entries is **Tuesday, 28th May** – get those entries in. And, if you've already sent an entry, relax – we put the mag together ages before it hits the shops.

1. Plug the lead you got with your PS2 into your video recorder. The best place to do this is the SCART lead, so you might have to unplug your satellite connection.
2. Once you're connected up, start your PS2 and set your video to whatever input you normally put it into – usually AV1 or AV2. Then set the TV to your video channel.
3. Bingo. Now press record and you're taping PS2 on your TV. Let gaming commence – and send us something mind-blowingly brilliant for inclusion on the DVD.

SSX TRICKY

Uber boards, full stats and the best characters seem to be a standard in this league – and the phenomonal scores you're putting in prove they're working.

	TOP SCORES		TOP TIMES	
Snowdream	1,421,720	Alex Duffy	2'05"10	Frederick Astier
	1,244,120	Richard Kemp	2'06"55	Alex Duffy
	1,207,820	Chris Abnett	2'07"66	Carl Musgrove
Elysium Alps	2,629,495	Sam Payne	3'30"14	Frederick Astier
	2,591,760	Jeff Bell	3'33"86	Amanda Offord
	1,756,080	Harry Baker	3'36"91	Richard Rue
Merqury City	2,265,770	Sam Payne	3'28"76	Gareth Russell
	1,972,610	Chris Abnett	3'29"43	Carl Musgrove
	1,729,390	Renwer De Bie	3'32"54	Andy Lyle
Mesablanca	808,090	Chris Abnett	4'15"89	Frederick Astier
	747,220	Amanda Offord	2'25"43	Gareth Russell
	690,045	David Hinman	2'29"54	Andy Lyle
Tokyo Megaplex	2,187,640	Anthony Portch	4'02"70	David Maddocks
	2,166,790	Richard Kemp	4'13"68	Jonathan Wendt
	2,058,070	Alex Duffy	4'13"68	Jonathan Wendt
Pipedream	2,466,530	Jon Minott	1'37"64	Alex Duffy
	2,312,200	Anthony Portch	1'40"75	Carl Musgrove
	2,325,820	John Norman	1'41"32	Gareth Russell
Garibaldi	1,947,200	Chris Abnett	2'39"54	Carl Musgrove
	1,827,670	Alex Duffy	2'40"43	Gareth Russell
	1,642,200	Andrew Walker	2'46"65	Andy Lyle
Alaska	1,837,801	Jeff Bell	4'06"23	Andrew Stone
	1,736,175	Paul Wise	4'23"56	Frederick Astier
	1,678,240	Anthony Waters	4'23"93	Carl Musgrove

CRAZY TAXI

ARCADE MODE

$61,563.30	John Keighley
$49,445.00	Paul Fletcher
$41,595.48	Ben Raffles
$31,138.66	Sigbjorn Henning
$23,321.17	Aaron Conway

TEKKEN TAG TOURNAMENT

SURVIVAL MODE

430 Wins	Jin and Heihachi	Liam Raymond
400 Wins	Paul and Jack-2	Sung Jun Han
370 Wins	Law and Paul	Dion Verhoef
126 Wins	Ganryu and Jack-2	Hayden Joyce
109 Wins	Lee and True Ogre	Jamie Cory

TEKKEN BOWL

300 Points	Ganryu and Jack-2	Hayden Joyce
300 Points	Jin and Gun Jack	Amir Chaumoo
300 Points	Brian and Julia	Amanda Offord
300 Points	Bryan and Yoshi	Aaron Conway
300 Points	Law and Paul	Sung Jun Han

TIME ATTACK MODE

1:54:80	Jin and Paul	Stuart Morrison
2'00"00	Jin and Paul	Liam Raymond
2'09"26	Jin and Paul	Allain Baillie
2'41"80	Jin and Julia	Dan Atherton
3'11"40	Law and Paul	Sung Jun Han

SSX CHAMPIONS LEAGUE

	TOP SCORES		TOP TIMES		
Snowdream	487,750	Mathew Bevan	Snowdream	1'48"15	Daniel Hurtley
	429,190	D Mackay		1'52"22	David Mulholland
	400,170	Paul Woodall		1'53"80	B. Henriquez
	364,000	Daniel Hurtley		1'53"72	Lu-Hai Liang
	352,360	Marc McKeown		1'53"83	Marius Cheek
Elysium Alps	833,240	Sam Payne	Elysium Alps	3'49"95	Paul Redman
	704,950	Richard Dixon		3'49"99	David Mulholland
	682,950	Mathew Bevan		3'52"72	Lu-Hai Liang
	656,805	Paul Woodall		3'55"14	Iain Jackson
	608,200	Gavin Haywood		4'01"48	Daniel Hurtley
Merqury City	568,845	Paul Woodall	Merqury City	2'31"66	Marius Cheek
	515,500	Mathew Bevan		2'40"62	David Mulholland
	486,975	Gavin Haywood		2'43"20	Lu-Hai Liang
	446,040	Marc McKeown		2'45"09	Paul Fletcher
	439,240	Ryan Smith		2'55"30	David Barnard
Mesablanca	506,870	Mathew Bevan	Mesablanca	2'16"09	David Mulholland
	380,081	M Dodsworth		2'16"21	Daniel Hurtley
	368,530	Marc McKeown		2'22"82	Jack Pope
	357,100	Paul Woodall		2'23"01	Amanda Offord
	328,225	Ryan Smith		2'24"12	David Mulholland
Tokyo Megaplex	500,600	Sam Payne	Tokyo Megaplex	2'44"90	David Mulholland
	467,715	Paul Woodall		2'46"14	David Hipperson
	464,690	Mathew Bevan		3'07"11	Marius Cheek
	449,245	Gavin Haywood		3'09"53	Daniel Hurtley
	384,495	Paul Woodall		3'14"00	Thomas Pooley
Pipedream	700,670	Mathew Bevan	Aloha Ice Jam	1'33"29	Mike Williams
	676,360	Paul Woodall		1'38"70	David Mulholland
	665,720	Mathew Bevan		1'41"22	Marius Cheek
	661,420	Paul Fletcher		1'44"60	Paul Redman
	637,531	Gavin Haywood		1'44"77	Lu-Hai Liang
				1'52"27	Daniel Hurtley

TIMESPLITTERS

STORY MODE (NORMAL)

Level	Top Times	
Tomb	1'18"1	John Norman
	1'24"4	C Minshaw
	1'53"6	David Peacock
Chinese	1'23"5	John Norman
	1'55"7	Peter Nickson
	2'02"2	David Peacock
Cyberden	1'07"1	John Norman
	1'09"5	David Evans
	1'12"7	Michael Mitchell
Village	0'29"9	David Peacock
	0'30"6	C Minshaw
	0'32"3	Daniel Nizidek
Chemical Plant	0'24"2	John Norman
	0'28"7	David Evans
	0'31"6	Daniel McCabe
Planet-X	1'09"8	John Norman
	1'13"0	Peter Nickson
	1'13"9	David Evans
Mansion	0'58"4	John Norman
	1'27"1	Michael Mitchell
	1'29"0	Daniel McCabe
Docks	1'13"5	Peter Nickson
	1'28"2	Daniel McCabe
	1'22"1	Steven Drew
Spaceways	0'58"7	John Norman
	1'00"7	David Evans
	1'01"0	Tim Preston

DEAD OR ALIVE 2

SURVIVAL MODE		TIME ATTACK MODE	
100 Wins	Daniel Drysdale	1'14"72	Jan M de Vlas
47 Wins	Stephen Rutter	1'17"27	David R Holt
43 Wins	James Cosgrove	1'24"42	Miles O'Owyers
31 Wins	David Johnson	1'25"97	David Peacock
28 Wins	Uche Okike	1'27"94	Alan Conell

TONY HAWK'S PRO SKATER 3

OK, a bit of rule-clarification, here. You can use any character with full stats – but no using the perfect balance, super stats or moon gravity cheats. That's no test of skill!

FOUNDRY	
4,123,281	Alex Holbrook
3,933,754	Grant Jones
3,462,444	Simon McCreadie
2,898,576	Gordon McTurk
2,882,262	Carl Dean

CANADA	
3,372,812	Grant Jones
3,240,032	Stuart Hurst
3,237,366	Carl Dean
3,029,382	Ben Hodges
2,751,016	Theo Litzon

RIO	
7,229,116	Scott Trenholme
5,380,530	Alex Mucadum
5,032,186	Daniel Moffat
5,024,445	Carl Dean
4,599,676	Scott Trenholme

SUBURBIA	
3,535,624	Grant Jones
2,725,911	Lewis McKenzie
2,602,970	Stuart Hurst
1,865,443	Ben Hodges
1,810,100	Carl Dean

AIRPORT	
11,568,102	Stuart Hurst
9,026,926	Christopher Mathieson
7,909,285	Jamie Woolhouse
7,249,770	Gordon McTurk
7,119,591	James Cleave

TOKYO	
4,555,426	Grant Jones
3,899,460	Ben Hodges
2,383,863	Stuart Hurst
2,080,876	Richard Brown
2,078,975	Lewis McKenzie

L.A.	
3,326,487	Carl Dean
3,118,704	Lewis McKenzie
3,048,321	Grant Jones
2,924,092	Stuart Hurst
2,825,087	Ben Hodges

CRUISE SHIP	
5,302,410	Grant Jones
3,869,709	Stuart Hurst
3,621,337	Luke Haslam
3,138,618	Jay Mulligan
3,122,065	Phil Crowe

SKATER ISLAND	
2,587,827	Craig Skelly
2,333,386	Grant Jones
2,244,709	Ben Hodges
2,139,306	Stuart Hurst
2,028,790	Jay Mulligan

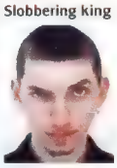
IN THE DOJO

›PLACES FOR FACES

JEFF BELL
Bakin' Alaska

Jeff's pretty nimble for a chap who's visually-impaired (it's either that or he got lost on the way to a *Deus Ex* convention). Still, he's conquered Alaska on his board.

LEE TODD
Slobbering king



Aargh! Scary man! We're just grateful that Lee didn't don a wrestling outfit to celebrate being top of the *Smackdown* table. Cool raised eyebrow, mind.

RICHARD RUE
Ron Weasley...

Richard had nothing to say to the world, relying on his *SSX Tricky* time to say it all. He still looks like he'd be much happier on a broomstick, mind you.

LAUREN 'LOZ' EFFENY
Off the board

Lauren's score nearly made it onto the tables. Why is she here? Because lots of you slacked off and didn't send in a photo. She did. She's famous now. You're not. See?

JAMES TATE
Bottom of the form

The second 'see?' this issue is James. He included his photo but forgot to fill in his form saying what he'd played and what his score was! Try it again, Memory Man!

The senders of the five most significant scores each month – *as long as they actually bother to reveal themselves* – will win this smart piece of kit, which not only lets you unlock hidden stuff in your game but lets you watch import DVD movies in full RGB!

NEW CHALLENGE!

GRAN TURISMO 3

Fancy competing on *GT3?* Then send us your Free Run Arcade lap times using the Castrol Supra.

SUPER SPEEDWAY

0'27"829	Tommy Willumsen
0'27"900	James Gott
0'28"518	Colin Doran
0'28"936	Michael Gillie
0'29"524	Stewart Inglis

MIDFIELD RACEWAY

0'57"876	Tommy Willumsen
0'58"397	Colin Doran
0'58"394	James Gott
0'59"613	Tom Evans
0'59"376	Warwick Round

SMOKEY MOUNTAIN

1'09"727	Tommy Willumsen
1'09"820	Daniel Hurtley
1'11"201	Bill Harrison
1'11"342	Russell Gant
1'13"745	John Bray

TRIAL MOUNTAIN

1'08"505	Tommy Willumsen
1'08"146	Colin Doran
1'09"412	Daniel Moffat
1'09"820	Amanda Offord
1'10"734	Chris Balmer

SWISS ALPS

1'16"503	Tommy Willumsen
1'21"764	Amanda Offord
1'21"976	Andrew Champness
1'23"006	Dave Easton
1'23"677	Russell Gant

WWF SMACKDOWN! JUST BRING IT

NEW CHALLENGE!

SLOBBERKNOCKER

65 Wins	Lee Todd
62 Wins	Gordon McTurk
59 Wins	Michael Mould
57 Wins	Jeetah Vadgama
57 Wins	Darren Mahoney
57 Wins	Miles O'Dwyer
55 Wins	Ihsan Kemal

FASTEST WIN

0'03"	Patrick Fay
0'05"	Kieron O'Connor
0'05"	Darryn Donnelly
0'06"	Marcel Falzon
0'06"	Scott Martin
0'06"	Melvin Magaby
0'08"	Robert Good

MOTO GP

JAPANESE GP
SUZUKA

2'02"900	John Hamilton
2'03"220	Ed Dawson
2'03"558	Jon Dudley
2'04"450	Doug Bradbury
2'06"178	Matthew Lebreton

FRENCH GP
PAUL RICARD

1'15"936	Jon Dudley
1'16"810	Andrew Wynwe
1'18"292	Johan Persson
1'18"676	David Barnard
1'18"704	Matthew Lebreton

SPANISH GP
PEREZ

1'40"140	Jon Dudley
1'41"486	Andrew Wynwe
1'42"390	Paul Fawcett
1'42"528	David Barnard
1'42"670	Matthew Lebreton

Dojo Tip: Set up the DualShock 2 so that you've got accelerate and brake on the Right Analogue. It feels weird to start with, but it's the only way to crack the really top times.

BRITISH GP
DONINGTON

1'27"372	Jon Dudley
1'28"336	Andrew Wynwe
1'29"986	David Barnard
1'30"686	Johan Persson
1'31"322	Thomas Quinn

PACIFIC GP
MOTEGI

1'46"992	Jon Dudley
1'47"506	Andrew Wynwe
1'49"396	Paul Fawcett
1'49"496	David Barnard
1'50"008	Johan Persson

RIDGE RACER 5

PARKTOWN

0'40"398	Adam Streeter
0'45"839	David Maddocks
0'47"103	Nick Marsh
0'47"159	Roger Wilkinson
0'49"675	Kevin Peacock

OUTER PASS

0'54"152	Adam Streeter
1'02"909	David Maddocks
1'04"147	Nick Marsh
1'04"244	Roger Wilkinson
1'12"256	Nick Reader

ABOVE THE CITY

1'02"578	Adam Streeter
1'10"031	Nick Marsh
1'12"073	David Maddocks
1'12"615	Roger Wilkinson
1'18"510	Kevin Peacock

BAYSIDE LINE

1'31"328	Adam Streeter
1'50"207	Nick Marsh
1'50"756	Roger Wilkinson
1'53"455	David Maddocks
1'54"860	Kevin Peacock

99 LAP RACE

1h 35mins	Pete Stevens
1h 37mins	Nick Reader
1h 37mins	David Maddocks
1h 38mins	Doug Bradbury

THINK YOU CAN DO BETTER?

Then fill in the form, send us a message to print – as long as it's witty and we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy

A POLITE NOTICE

As you can imagine, we get sent hundreds of tapes every month, and while you can rest assured that we *do* go through them *all*, magazine deadlines mean they might not turn up as early as you're expecting. *Please* don't ring us up, as we're not going to know offhand if you're currently top of the leaderboard, and we're less funny when we're tetchy

PRO DOJO ENTRY FORM

PSM2,
PRO DOJO,
FUTURE PUBLISHING,
30 MONMOUTH STREET,
BATH BA1 2BW

Dear PSM2,
I'd like to join your elite order of shadow warriors. Please. I can bring my own blowpipe and everything.

And I enclose... MY PHOTO ❑ A VIDEO OF MY ACHIEVEMENT ❑

I've got the following scores...

Game Score

Name
Age
Address

WARNING! RESIDENT EVIL ON GAMECUBE

Games Master

WARNING! RESIDENT EVIL ON GAMECUBE

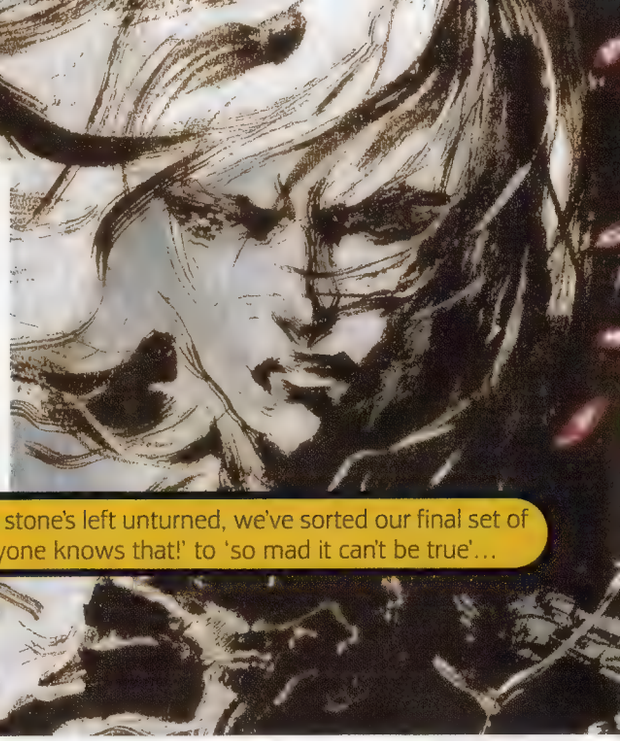
EXPERIENCE THE FULL NIGHTMARE ONLY IN GAMESMASTER

GAMECUBE LAUNCH ISSUE ON SALE: THURSDAY 18TH APRIL

PRO TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

METAL GEAR SOLID 2 SONS OF LIBERTY



PART 3 WE'VE UNEARTHED *even more* interesting bits. To ensure no stone's left unturned, we've sorted our final set of secrets into batches, ranging from 'everyone knows that!' to 'so mad it can't be true'...

METAL GEAR SOLID 2 SONS OF LIBERTY

AIM OF THE GAME

Every month another batch of secrets comes to light. Like painting the north face of the Eiger, an *MGS2* master's work is never done. There's always another seagull to kill or lady's skirt to gawp up. Your first exploration will be plot-heavy and heavy on the gore, while every visit after that will have you in awe of Kojima-san's outrageous attention to detail.

Why put hinges on doors if you can't open them? How can you improve your camera technique? Er... seagulls? If you can see it – it's been put there for a reason. So here's the third part to our guide to squeezing every last ounce out of this groundbreaking adventure.

HELP US

We reckon that we've spotted every nook and probed every cranny, but we know what a fiendish bunch you are. We want you to send us your *MGS2* discoveries. See the box over there for more details.

WHAT WE SAID...

PSM2 ISSUE #17 Xmas 2001

"It offers frightening replay incentives. Near-perfectly balanced and worth every bit of the hype. If you deny yourself this, there's something slightly wrong with you."

WHAT WE SAY NOW

Nope, that plot doesn't get any easier to swallow, but look how smoothly we can smash the forces of tyranny!

96

OBVIOUS!

Just for the record, here's some stuff you *should* know (and don't forget to check our guides in issues 20 and 21 for previous batches of secrets and stuffage).

FOCUS POCUS

You can move the camera around during cut-scenes using the Right Analogue stick. Click it down (the R3 button) and you can zoom in, too.

SMASHING

If you get killed while in first-person view, the screen shatters like broken glass at the moment of your demise.

BRING THE TOYS

There's a rubber duck and another Vulcan Raven toy floating around underwater in the Shell 2 Core underwater corridors (before and after you meet Emma).

PLEASED TO BEAT YOU

Kill lots of pigeons and beat up hostages and ladies in order to enrage the Colonel and Rose. If you're really out of order, Rose will get so annoyed that she won't let you save your game.

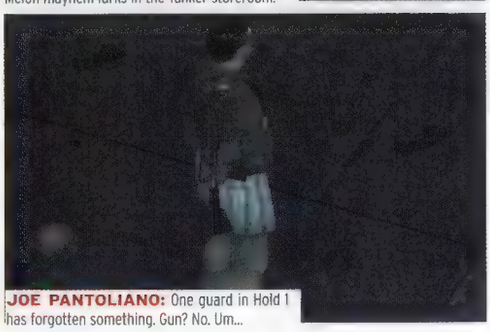
COLDPLAY

Spend too long in the rain and Snake will catch a cold – his uncontrollable sneezing being a real obstacle to the game's many stealthy challenges. A quick hit with the medicine you'll find will fix it, though. Sneezing can also be brought about by being too near an exploding extinguisher.

PEST IN SHOW

When you meet up with Snake, try shooting the poor bloke and generally being a pain in the arse to unleash some interesting exchanges.

MELON FARMER: Have fun with fruit Melon mayhem lurks in the Tanker storeroom.



JOE PANTOLIANO: One guard in Hold 1 has forgotten something. Gun? No. Um...

INTERESTING!

The latest weirdness unearthed by PSM2's experimentation monkeys.

FLIP FLOP

Take Raiden to the top of a flight long of stairs and make him cartwheel or roll down them. The poor fella will do himself a real mischief!

CAMERA SHY

Take photographs of anything barmy and interesting on your way to the Hold 3 picture download bit in the Tanker. A picture of Olga's private parts will embarrass Otacon no end, while lady posters will draw more appreciative comments. Experiment.

BOXING CLEVER 2

Climb onto the conveyer belts in the Strut E, Parcel Room and equip a cardboard box to be transported to different areas of the game.

PAUSE FOR THOUGHT

While engaged in a Codec conversation, press the R1 or R2 button to hear yourself 'think'! You'll wordlessly pass comment on what's just said in places. R1 seems to reveal thoughtful, encouraging thoughts, while R2 has you in a rather more pessimistic frame of mind.

BURN BABY BURN

Equip a box and then make Raiden run onto the electric floor in the Shell 2 Core (just before you meet the President) to show the hairy ladyboy newbie how much you hate him.

CROWD CONTROL

Lob some stun grenades in among the guards in the Tanker Holds. Or try shooting a few in the head. Just keep dipping back out of sight and watch as the confusion and hilarity ensues.

FLASH. AH HA!

We've previously reported that, on second playthrough, all the guards in the Hold appear only in their pants. Hilarious. We'll it appears that even on first playthrough one of the guards is trouserless. Locate and photograph him to provoke an interesting exchange with Otacon at the picture downloader later.

MELON BACK

Go to the storeroom on Deck D, Crew's Quarters and take out your rage on the food on the shelf. The melons are particularly ripe for punishment and another box of melons may become upscuttled, resulting in an almighty melon mess.

BOOZE CRUISE

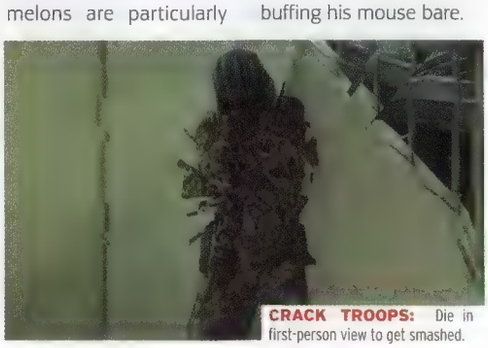
Likewise, have fun smashing bottles and completely coat the floor in booze. Alternatively go to the bar in the Tanker's Deck A, Crew Lounge and lob a grenade behind the bar. Boomshakalak – instant giant booze 'n' glass cocktail.

IN THE CLOSET 2

When disguised as a guard, try climbing into cupboards while in sight of your comrades. They'll be totally baffled by your strange behaviour.

PORN AGAIN

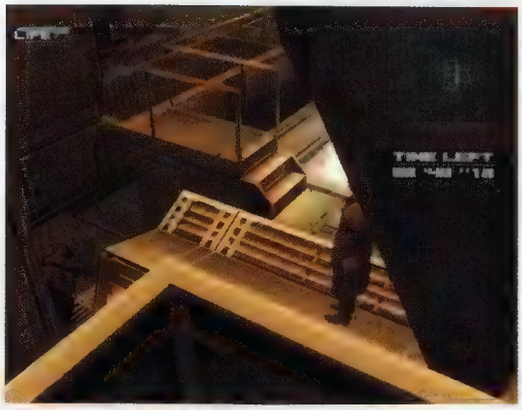
In the Shell 1 Core B2, Computer Room there is a guard to the bottom-right that is acting rather strangely. While successfully disguised, follow him and look over his shoulder when he's at the computer console. The cheeky monkey is ogling smut. And, by the looks of his hand motions, is merely a whisker away from buffing his mouse bare.



CRACK TROOPS: Die in first-person view to get smashed.

HIDEO'S VIDEOS: While you're in the Hold, take the time to snap the right-hand screen of Hold 2 – it'll reveal the outline of Hideo Kojima for a split-second.

PRISONER OF PHWOAR: Don't free the hostages – look up their skirts and make them wet themselves instead. Thanks Hideo – you're a genius.



YOU'LL LIKE THIS OCELOT: There he is! Revolver lurks at the foot of Metal Gear Ray, waiting for the Commander's speech to finish. Then he disappears...

(EVEN MORE) FUN WITH THE LADIES!

MGS2 is riddled with some barely concealed smut. Here's the latest batch of Hideo's dirty bits.

STEAMY WINDOWS

After being reunited with Snake in the Arsenal Gear, Ascending Colon area, you can go up to him and engage first-person view. Snake's hot, manly breath will then steam up your personal windows.

SPLAT'S ENTERTAINMENT

Throw a grenade or use C4 in among the bugs you encounter when you've rescued Emma. Then quickly enable the first-person view (by pressing R1) to see a flying storm of mangled bug parts.

HATCHPLAY

While you're in that hold, lift a hatch in the bottom-left (south-west) corner of Hold Number 1 and you can crawl beneath the guards. There are hatches in Hold 2 too, this time allowing you to crawl all the way through to Metal Gear Ray in Hold 3. Watch out for the guard who drops his ammo clip through a grill on the way though – you might get spotted.

CAT FIGHT

Don't miss Rose getting jealous of Emma. Just call the beauty up after your emotional exchange with Emma, right after finding her. Oooh bitchy!

SOUND THE HOOTER

We've previously reported that you can kiss posters of ladies (by pressing L2) and get caught fiddling with yourself by Otacon (give him a call while examining a poster closely), but we now know that you can prod their funbags! And it even makes an amusing noise, too. Just back up against a wall and slide across to the poster. Now press ◎ to instigate a knock and wind up hitting the young damsel plum in the norks.

FRED QUIMBY

And that's not all. Unequip your weapon and try the same knocking procedure and you'll go for the low blow – this time catching the nubile square in the carton! And if that wasn't fun enough, the offended miss will trigger a full alert, complete with exclamation mark above her head.

EXCESS BAPPAGE

The UK's favourite hooters (lugged around by one Kelly Brook) feature in a poster in the Plant, Strut C, Dining Hall. And while you're at it, check out Nell McAndrew opposite the bar in the Tanker, Deck A, Crew's Quarters and Louise Redknapp lurking in the underwater corridor scenes. Crazy.

MINISKIRT POLICE

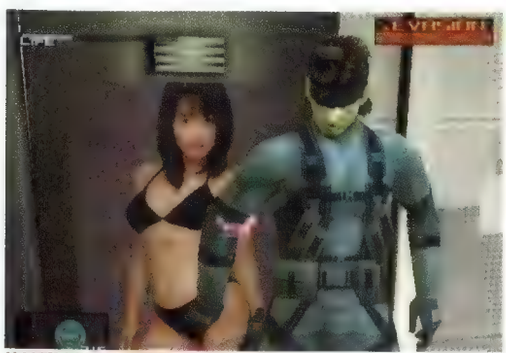
Rather than successfully locating the hostage Ames and furthering your way through *MGS2*, you could always take time to locate a young lady sat on the floor with her legs slightly apart. A simple tap of the ⊗ button and a quick engage of the first-person view will earn you a top pantshot. You filthy old perv, you.

HOSTAGE RELEASE

Locate an older lady and grill her to find out whether she's Ames. Rather than replying in the affirmative she will lose control of her bodily functions and wet herself instead. Nice.

SNAKE PREVIEW

It *is* possible to get a glimpse of Ocelot before he reveals himself in the Tanker Hold later on in the game. The easiest way to get an eyeful is to crawl through the Hold hatches (see Hatchplay, up to the left there), climb the ladder and look over the edge at Ray's mighty front left leg. Amazingly, if you have a gun armed or try to look for a second time he completely disappears. Right spooky, that...



HAMSTER DAMNED: Joint use of the wall-sneak slide and distracting knock bags Snake a mittful of merkin. Just watch out for the resulting alert.

CREEPY CRAWLY: Use the Hold hatches to reach a new area.

RUMOUR!

They say it can be done. Do they speak with fork tongue? For the sake of completeness, here're the latest *unconfirmed MGS2* rumours. Try them out!

GET A GRIP

Extending the grip bar. These rumours must be proved or debunked pronto! In the demo of the game doing 100 pull ups while dangling (pressing L2 and R2 simultaneously) extended your grip bar. This method now doesn't seem to work (and yet is essential if you're to have enough strength to shimmy along the wire connecting the top levels of the engine room)... What do you think? See the end of this guide for how to unload your thoughts.

EASTER EGGS

Word has it that there are Easter Island statues dotted throughout the game. They serve no purpose but they're there to be collected nonetheless. Here's where they (allegedly) lurk.

a) In the Strut D, Sediment Pool, on the central pump.

b) Shell 1 Core, B2 Computer Room. It's under a desk.

c) Shell 2 Core, Air Purification. Use the Nikita on the cover of a closed vent then send in another to take out a vent on the right. Finally, send in a third to see the revealed statue.

d) Shell 2 Core, Filtration Chamber, in a locker near where you find Emma.

EAVESDROPPING 2

Remember that you can turn around during Olga and Solidus' D-Mic conversation and catch two guards having a good old gripe in the bogs? Well it turns out that they're at it again! During the scene where Emma has to cross the bridges and avoid the Claymores, have a listen in when she reaches the second main support. You should hear Emma have a chat with the miserable guard who decides to let her go.

DING DONG

After being stripped naked in Arsenal Gear, make your way through to the next room and attract a guard's attention. Lure him back into the torture room and go back to the torture rack. Raiden should pretend to be captured again and the guard will make a disparaging remark about his tadger!

WE WANT YOU!

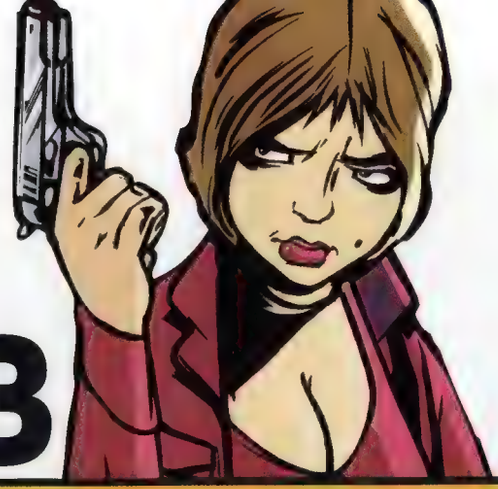
We want our *MGS2* guide to be the most thorough in existence, and we want *you* to help us compile it.

Have you got vital *MGS2* info that we don't know about? Is there a sneaky trick or weird bit that you haven't seen in this guide or our parts 1 and 2? Or do you wish to confirm or debunk one of our *MGS2* rumours? If so, write to the address below or e-mail us at PSM2@futurenet.co.uk with 'MGS2 Masters' as the subject line.

Or why not send us a VHS of your discovery to the address below (see the Pro Dojo section of PSM2 on pg 104 for details). Top notch *MGS2* antics will earn a place on our DVD and eternal fame for their makers. Be adventurous, be creative and show us who's boss.

Letters and tapes to:
MGS2 Masters,
PSM2 Magazine,
Future Publishing Ltd,
30 Monmouth Street,
Bath,
BA1 2BW.

GRAND THEFT AUTO 3



PART 4 PSM2'S UNIQUE MYTH BUSTER™

There's been a lot of crap spouted about what you can and can't do in *GTA3*. It's up to us to set the record straight once and for all.

grand theft auto III

AIM OF THE GAME

Nicking hot motors and keeping one step ahead of the filth merely scratches the surface of what *GTA3*'s really about. For, in addition to completing the various missions, the open-ended game structure and lashings of secrets positively encourages exploration, trying things for the hell of it and general mucking about.

FLYER FLYER

We're happy to stand corrected on any of the stuff we're about to blow out but, after extensive play, we're pretty confident that there are very few surprises left in *Grand Theft Auto 3*. Still, that probably won't deter the more imaginative of you writing in to say that you've just managed to take a slash on the corpse of a policeman before piloting the Dodo in a daring bank robbery, but what can you do?

WHAT WE SAID...

PSM2 ISSUE #16 December 2001

"The immoral allure might attract, but attention to detail keeps you hooked. *GTA3*'s vast scope and tiny touches are the most impressive we've seen on PS2."

WHAT WE SAY NOW

"Snuggling up to the Yakuza to keep the Yardies of yer back? It's like danglin' yer walnuts over a nest of vipers."

92

YOU WANT THE TRUTH?

Yup, it's definitely a case things to do in Shoreside when you're dead bored. The fact that you can go aerial with the Dodo has lead to some of the more heinous claims rattling around *GTA3* discussion groups on the Net. Don't be fooled by anyone, here's the truth.

1. CAN THE CENTRAL CHARACTER TAKE A SLASH?

No. A few codes did appear purporting to do this, but we're certain they're fake. The latest revelation we've had, as far as our man's abilities are concerned, is that he can quite literally shoot the moon (see pg101).

2. IS THERE A ROCKET CAR IN THE GAME?

No. This one started up after a work-in-progress shot sneaked onto *GTA3*'s official site. It showed the game's central character, sporting a moustache, at the wheel of a rocket vehicle. The vehicle was initially intended to be included, but was later dropped. If you're looking to drive something exotic, try finding one of the Mr Whoopee ice cream vans. You can usually locate them in the Cedar Grove area, and driving a Moonbeam tends to increase their frequency.

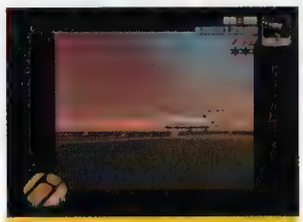
ICE CREAM TO GO: There's no rocket car, but you can take Mr Whoopee for a spin.

3. IS THERE A 100% COMPLETE CHEAT?

No. There are 21 cheat codes in total and we printed them all in PSM2 Issue 18, pg110. So, if you see claims that L1, R2, L1, R2, ○, ○, △, △ is the right code, it's a lie. We've tried it and it doesn't work.

4. CAN YOU HIJACK THE TANKERS OR THE AIRLINERS?

No. We wasted a lot of our time trying to confirm or deny this one and we can say for certain that there's no way of getting any of these vehicles up and running. You also can't shoot the jets out of the sky as with *Twisted Metal: Black*. We popped four rockets into this jumbo and it still took off to no effect.



PLANE TRUTH: Fire as many rockets as you like into it, but you still won't down it.

5. IS THERE ANY NUDITY IN THE GAME?

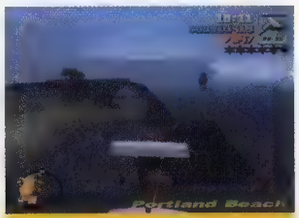
No. There is a nudist who appears briefly on Chatterbox FM at one point, and the hookers are pretty scantily clad but, other than that, everyone gets to keep their clothes on.

6. DOES CARSER CITY UNLOCK ONCE YOU'VE LOCATED EVERY HIDDEN PACKAGE?

No. God knows where this one originated, but there is no hidden fourth city. The most likely wellspring of this is rumours of a ghost city hidden somewhere in the game (see below).

7. CAN YOU GET TO THE LIGHTHOUSE, THE OBSERVATORY, OR THE COLISEUM?

No, no and yes, kind of. The sides of the rock that the Lighthouse sits on are too steep to climb from a boat or land the Dodo on, so that's out of bounds. The Observatory is surrounded by a really high cliff that you can't climb and the Dodo simply can't gain enough altitude. As for the Coliseum, you can crash land into its centre, but you just fall through the environment. Once underneath you can wander about and, if you head for the main entrance, you'll eventually be ejected back onto the streets.



LOOK, DON'T TOUCH: Landmarks such as the lighthouse are purely scenic only.

8. CAN YOU REACH THE GHOST CITY IN THE DODO?

Yes, and no. The 'ghost city' appears to be located on the island that sits to the north of the three main districts. We flew around it in the Dodo and discovered that it is, in fact, just Shoreside Vale approached from the rear. The effect of this is that all the collision detection gets screwed, resulting in you falling through the landscape if you attempt to land. And, just to prove it, there's a step-by-step guide to the right showing how we got there.

9. AND FINALLY...

If you're really running short on fun, why not have a go at these?

1. Fly-by shooting

You can still use your Uzis in the Dodo, so try landing on one of the longer streets and gun some pedestrians down.

2. Underneath the arches

Try piloting the Dodo under the arch on Portland Island next to the Lighthouse.

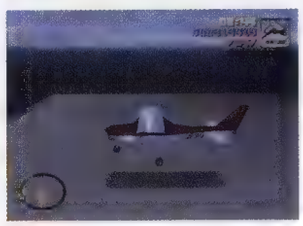
3. Dodo take down

There's another Dodo bezzing about over Liberty City. See if you can take it out.

SPOOKY DODO STUFF...

STEP 1: Make sure you save at Wichita Gardens on Shoreside Vale.

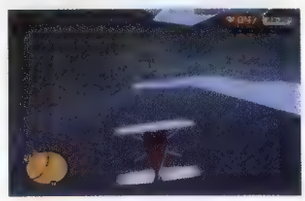
STEP 2: Jump the gate for an instant short-cut onto the airfield.



STEP 3: Take the landing strip that points away from the south side of Staunton Island.

STEP 4: Don't be scared if you dip towards the waves, and never press ↑.

STEP 5: Fly round the back of Portland and head north. There's the 'ghost island'.



STEP 6: Fly around the eastern shore line and there it is, the unfinished back of the island.

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PS2 MENTAL!

I call this a skidding tackle

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AT ALL GOOD NEWSAGENTS*

(*AND CRAP ONES)

PLATINUM TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

IN HONOUR OF THE PS2 PLATINUM RANGE HITTING THE STREETS, PSM2 GIVES YOU SOME SERIOUS STYLE AND PERFOMANCE TIPS.

Alongside *Metal Gear Solid 2*, the arrival of the PS2 Platinum range is probably the biggest event of the year. What this means for you, without wanting to get into any 'my console's better than your console' bragathons, is that you can now buy a PS2 and five top games for the price of an Ex-box. Amazing. And the best news is, we've tipped the bulk of them right here. If you've just snapped up a couple of great Platinum games, this is the only place to get up to speed.

Flick through the next six pages and you'll find everything you'll need to get you up and running with *Gran Turismo 3*, *TimeSplitters*, *Tekken Tag Tournament*, *Crazy Taxi*, *Star Wars: Starfighter*, *Red Faction*, *Dead or Alive 2*, *Oni*, *Formula One 2001* and *Onimusha*.

We've ripped apart all ten games and made them relinquish their secrets, cheats and killer tactics. From tweaking your Toyota in *GT3*, to defeating the Porridge Man in *Red Faction* and finding the hidden punks in *Crazy Taxi*, we'll give you all the essentials.

GT3: £20? Buy now. Play well.

PRECIOUS METAL

GT3 pg112
Tight corners, tough tracks and loads of secret cars.

CRAZY TAXI pg114
Insane combos and secret customers

RED FACTION pg115
Learn each guard's weak point and take 'em out.

STAR WARS: STARFIGHTER pg115
Unlock the best ships and total the Trade Federation

DEAD OR ALIVE 2: HARDCORE pg116
How to personally defeat each and every character.

TIMESPLITTERS pg116
Multi player deathmatches to remember

TEKKEN TAG pg117
Take the Iron Fist tournament by storm.

ONI pg117
Bring the evil crime syndicate to its knees.

F12001 pg117
Suss out the sectrets to better braking

ONIMUSHA pg117
Unlimited magic, ammo and sword slashing secrets

GRAN TURI

It's our licence to thrill! Get into gear for PSM2's Platinur tips special with this great *GT3* masterclass.

GETTING STARTED

CORNERS

Before heading for the Gran Turismo mode, try and nail those corners on Trial Mountain. Once you've perfected your technique, licence tests will become a breeze. Then win some races and rack up the cash. Easy, when you know how...

1. SPEED THROUGH

You have to brake, but that's no reason to crawl around the corners. So if you're going around a right-hander, move over to the left, decrease your speed to about 70 km/h, move over to the inside and slam on the acceleration as soon as you pass the apex.

2. S BENDS

On an easy S bend, you should be able to drive straight through. So move over to the left, turn slightly to the right, straighten up and drive straight through both bends. Unfortunately, S bends aren't always this easy and, when racing through a sharp one, approach from the outside, steer at the last minute then hug the inside. Now accelerate slightly and move to take the next bend on the inside again.

3. HAIRPIN CORNER

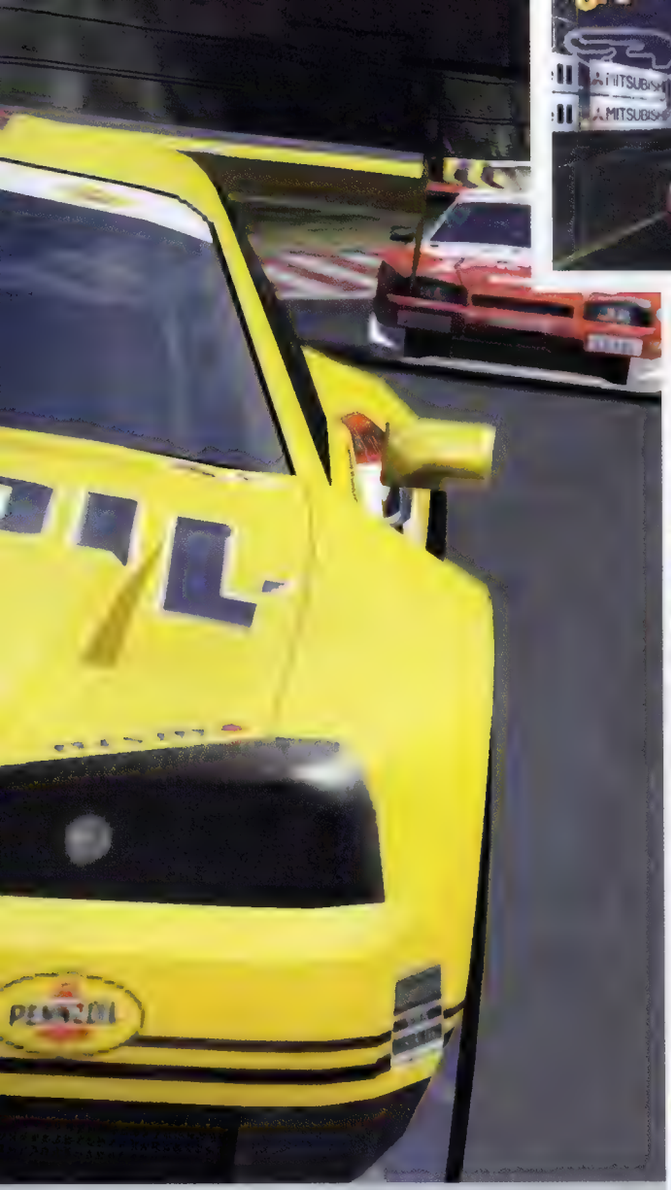
These are the toughest corners of the lot and you'll know all about them once you've attempted Tahiti Maze. Reduce your speed to below 100 km/h – it may seem like you're crawling, but this is the fastest way. Then turn just as you reach the bend, hug the inside line and speed out.

DRIFTING

Drifting is perfect for rally racing, so head up to the Swiss Alps to test out your skills. It's potentially dangerous, and if you mess it up your car's arse-end can skid out. Do this and you'll go into a spin and lose the race. If you're playing catch-up, however, it's the only way to make up ground. Steam towards a corner at full pelt, steer towards the inside, then slam on the brakes and turn so your car goes into a massive skid. After you drift into the corner, tap the accelerator and counter-steer by flicking your DualShock 2 analogue to the outside. Finally, if you use the handbrake you can drift with any car.

OVERTAKING

You're second and the finish line is in sight. Resist the temptation to try and push your car alongside your opponent. Instead, nip into their slipstream. Put simply, this is the best overtaking technique as your acceleration actually increases when you're in



SMO 3

the slipstream of a rival motor. Race right up to the car's back-end then, before you bash bumpers, nip out and overtake.

TOUGH TRACKS

After razzing around the Super Speedway you'd be forgiven for thinking that *GT3* is a doddle. Things change when you reach the Cote D'Azur, though. Here's a guide to the tracks that'll do your swede in.

1. TAHITI MAZE

HARDEST CORNER: The mental hairpins after the first bend.

HOW TO GET THROUGH: You'll need to use your counter-steering skills to the max. Approach the first bend from the outside, brake hard and drift around the inside. Then counter-steer so you're approaching the second bend from the outside and do the same again.

2. SPECIAL STAGE ROUTE 5

HARDEST CORNER: The huge S bend in the middle of the course.

HOW TO GET THROUGH: This track seems simple until you reach this nightmare bend. Drive down the middle of the track, and slam on the brakes as soon as you reach the second zebra crossing. Then follow as straight a line as possible and move over to the left at the last minute.

3. SPECIAL STAGE ROUTE 5 2

HARDEST CORNER: The S bend in the middle of the course.

HOW TO GET THROUGH: Once again, an S bend will cause you some serious problems. As in Special Stage Route 5 you should stick to the middle of the track before hitting the brakes, but this time hug the right and then move over to the left.

4. DEEP FOREST RACEWAY

HARDEST CORNER: The tunnel bend about halfway through the track.

HOW TO GET THROUGH: Just tap the brakes as you approach the tunnel on the left. Now powerslide through the tunnel to keep your speed up then, as you approach the end of the tunnel, take your foot off the accelerator twice before speeding out of the bend.

5. COTE D'AZUR

HARDEST CORNER: The Double S bend at the top end of the track.

HOW TO GET THROUGH: Don't try and belt around these corners. Instead, approach the first bend from the left, slam on the brakes and crawl around, before heading out to the left. Accelerate for a moment, tuck right, bash the brakes again and go slowly around the left-hand apex on the second bend. Finally, stick to the left before cutting across the apex of the last bend.

BONUS HARD CORNER: THE FINAL BEND.

HARDEST CORNER: This sounds risky, but you have to leave it until the last minute before braking hard. Now cruise around the bend, move out to the left, hit the accelerator for a moment, brake and then tuck into the right-hand side.

SHOPPING

Don't waste your money on parts you don't need. There are 'better' parts than those listed below, but they're generally not worth the extra cash. Rule of thumb: the more expensive buys are better than the budget ones, but you also need to know what to buy when you haven't got much cash.

EXHAUST

BUDGET BUY: The Sports Exhaust, 1,500 Credits

SPLASH THE CASH: Racing Exhaust: 4,500 Credits

TYRES

BUDGET BUY: Sports Tyres, 5000 Credits

SPLASH THE CASH: Medium Slick Tyres, 16,500 Credits

SUSPENSION

BUDGET BUY: Suspension/Semi-Racing, 5000 Credits

SPLASH THE CASH: Suspension/Full Customize, 12,000 Credits

BRAKES

BUDGET BUY: Sports Brakes, 4,800 Credits

SPLASH THE CASH: Brake Balance Controller, 10,000 Credits

ENGINE

BUDGET BUY: Port Polish, 5,500 Credits

SPLASH THE CASH: Full Engine Balancing: 12,000 Credits

DRIVETRAIN

BUDGET BUY: Clutch/Triple Acceleration Credits

SPLASH THE CASH: Transmission Full Racing: 11,000 Credits

TURBO KIT

BUDGET BUY: Turbo Kit/Stage 1, 5000 Credits

SPLASH THE CASH: Turbo Kit/Stage 3: 45,000 Credits

SECRET STUFF!

You can't just whack in codes to get the secret stuff in *GT3*. No, you'll have to earn 'em. So, now you've got your cornering techniques sorted, you can turn your attention to winning some of the secret cars that you can't buy from the garage.

1. MAZDA RX-8: Get a Gold in every Domestic A License Test or finish first in all C-Area courses in Normal mode.

2. MAZDA MX-5 1.8i: Get a Gold in every Domestic B License Test.

3. ASTON MARTIN VANQUISH: Get a Gold in every International A License Test.

4. NISSAN Z CONCEPT: Get a Gold in every International B License Test or finish first in all D-Area courses in Normal mode.

5. SUBARU IMPREZA RALLY CAR PROTOTYPE: Get Gold in every Rally License Test.

6. DODGE VIPER GTS R CONCEPT: Get Gold in every Special Level License Test.

7. MITSUBISHI LANCER EVOLUTION V GSR: Finish first in all Amateur League Races.

8. CHRYSLER VIPER GTS TEAM ORECA: Finish first in every Professional League Race.

9. SUZUKI ESCUDO PIKES PEAK VERSION: Finish first in all Professional League races.

10. POLYPHONY RACING CAR: Finish first in all Endurance Races, get first place in all Professional League races, or reach a Complete Game Status of 100%.

11. CHEVEROLET CORVETTE C5R: Reach a Complete Game Status of 50%.

12. MAZDA 787B: Reach a Complete Game Status of 75%.

13. PANOZ ESPERANTE GTR-1: Finish first in all Time Trials in Arcade mode.

14. MAZDA MX-5 (89): Finish First in all Time Trials in Normal mode.

15. AUDI TT 1.8 T QUATTRO: Finish First in all B-Area Courses in Normal mode.

16. RYF RGT AND TVR TUSCAN SPEED SIX: Finish first in all E-Area courses in Normal mode.

17. DODGE VIPER GTS R CONCEPT AND TVR SPEED 12: Finish first in all F-Area courses in Normal mode.

18. NISSAN C-WEST RAZO SILVIA: Finish first in all A-Area courses in Hard mode.

19: LANCIA DELTA HF INTEGRATE RALLY CAR: Finish first in all B-Area courses in Hard mode.

20. GILLET VERTIGO RACE CAR: Finish first in all C-Area courses in Hard mode.

21. PAGANI ZONDA RACE CAR: Finish first in all D-Area courses in Hard mode.

22. NISSAN R390 GT1 LM RACE CAR: Finish first in all E-Area Courses in Hard mode.

23. PANOZ ESPERANTE: Finish first in all E-Area Courses in Hard mode.

24. MAZDA 787B: Finish first in all F-Area courses in Hard mode.

25. TOYOTA GT-ONE ROAD CAR: Finish first in all F-Area Courses in Hard mode.

GARAGELAND

Being a demon driver in *GT3* isn't enough. You'll also need to be a handy mechanic. The garage looks like migraine material at the start, but if you give your motor a little tweak and test it out before messing around again you should be fine. Here's some stuff the manual doesn't tell you, though...

TOP TUNING TIPS

1. Don't improve your Mazda straight away. Instead, save your money until you really need it.
2. Increase your car's speed by reducing your car's weight. To do this replace heavier parts with lighter versions.
3. If your car hasn't got a turbo, you can buy the NA turbo tune up.
4. Don't spend too much cash on one car as it may not be eligible for certain races.
5. Give your motor an oil change in GT Auto and your BHP will increase by five percent. Make sure you change oil every 300km or your BHP will slowly decrease.

CRAZY TAXI

How to rack up the fares in this madcap cab racer.

CRAZY MOVES

Driving around town picking up people seems simple. That's because it is. But, to pull in massive fares, you'll have to be a demon driver and polish these skills.

1. CRAZY DASH
Release the accelerator, push drive and slam on the accelerator again for a turbo boost.

2. CRAZY DRIFT
This is tricky but, if you want to turn quickly, it's crucial. Release the accelerator, bash reverse and quickly go back into drive. Now keep your finger on the button before accelerating and turning sharply.

3. CRAZY THROUGH
You'll get an extra Crazy Through if you weave through the traffic. You'll get even more cash if you do this on the wrong side of the road.

4. CRAZY STOP
Don't drift past the green marker. Instead, do a Crazy Dash then hit reverse and brake and your car will stop immediately.

5. LIMIT CUT
To ramp your speed up to the max do a Crazy Dash, followed by Crazy Drift (without turning) and finally another Crazy Dash.

6. CRAZY BACKDASH
For a speedy reverse, do a Crazy Dash and then hit reverse.

CRAZY COMBOS

Once you've got those Crazy Moves sorted, try out some Crazy Combos to earn some top tips. Problem is they're quite tricky and, if you mess up, you'll hammer head-first into a car.

1. CRAZY JUMP COMBO
Look out for ramps and other jumps and get some consecutive airs going.

2. CRAZY THROUGH COMBO
This is a mental way to earn cash. Speed on the wrong side of the road, weaving in and out of the cars.

3. CRAZY DRIFT COMBO
This is just a long winded Crazy Drift. Keep drifting and spinning to rack up the points.

CRAZY COURSES

Both cities are like circuits, so the easiest way to earn cash is to complete laps and pick up passengers as you go. But there are plenty of short cuts running through each city, so you can shave off some time and crank up those fares.

ARCADE CITY

QUICK ROUTES

1. If you're heading from the park to the Levi's store or KFC, go through the multi-storey car park.

At the top of the ramp do a Crazy Drift, then use a Crazy Through Combo to weave through the cars, then Dash again to leap off the edge.

2. Driving towards the RB Station, cut through the building in front, then head into a small yard and smash through the boxes.

3. Going from the Baseball Stadium to the Helipad area, do a Crazy Drift up the left of the ramp, then race through the car park.

HIDDEN CUSTOMERS

Drive into the water near the beach and you'll find some hidden customers at the bottom of the sea.

ORIGINAL CITY

QUICK ROUTES

1. Drive down the train tunnels to cut from one side of the city to the other. Watch out for those high speed trains, though.

2. Don't drive through the channels in the harbour. Instead, head for the open bridge, accelerate and jump over the gap. Plus, if you're trying to reach the Marine Plaza, do a Limit Cut and you'll fly over the warehouse.

HIDDEN CUSTOMERS

1. There's a punk hiding under the water in the docks area.

2. The second hidden customer is on the top of a building behind the raised bridges in the docks. Use the bridge as a ramp and fly on to the building then whack on the brakes.

3. When the highway forks on the route from the inner city area, take a right, drop off the road and you'll land on the roof of the building where a hidden character is waiting for a ride.

CRAZY CODES

Crazy Taxi is quite short-lived, so if you want a tougher challenge, try out a few of these choice cheats.

CRAZY BIKE: Go to the character selection screen and hit L2, R2, L2, R2, L1, R1, ⊗
NO DESTINATION ARROWS: Hold START and L2 at the main menu, and keep holding them while you choose your game type and cabbie.
NO DESTINATION ZONES: Hold START and L2 at the main menu, and keep them held whilst choosing your game type and cabbie.
EXPERT MODE: To remove the arrows and the zones, hold L2, R2 and START and keep them held whilst selecting the game type and your character.
ANOTHER DAY MODE: Change your start point and customer locations by holding R2 while choosing your driver.

RED FACTION

Gun down the guards, and give the Porridge Man a right pasting.

TOP TIPS

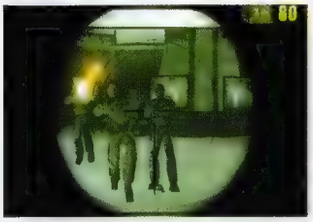
Yes, you've got a rucksack full of heavy weaponry, but you'll still need skill to survive this one.

SHOOT CIVILIANS
It sounds evil, but they get in the way and, when you gun them down, they'll drop essential health packs.

DUCK AROUND CORNERS
Strafing isn't enough. If you keep your back to the wall and duck, the guard won't be able to target you straight away.

KEEP RELOADING
Reload your weapon after every battle or it'll go 'click' and you'll die.

HOLD FIRE
If you shoot guards from a distance you may miss and they'll alert their mates. Instead, wait until you've got them locked in your sights before blasting.



PIPES OF PEACE
Shooting pipes and windows will injure guards and mess up their aim.

AUTO EMPLACEMENTS
Don't shoot out the gun turrets. Take down the operator and jump in his place instead.

TOP GUN

The Fusion Rocket Launcher is the most powerful weapon, but you can't use it all the time. Here are the best weapons for each different scenario.

ATTACKING GROUPS OF GUARDS: It's only available at the end but the Heavy Machine Gun, with its huge ammo reserve, is the best tool. Use the assault rifle for earlier levels.
ONE-ON-ONE: The Automatic shotgun will take out enemies easily at close range. Just don't try and use it from a distance.
ACCURACY: The Precision Rifle, with its secondary sniper fire, is the best for those Merc Guards.
STEALTH: You'll need the Precision Rifle to defeat the Mercs, but this is perfect for the normal guards as well.
DESTROYING WALLS: Use the Remote Charges as you should save your Rockets to deal with flying 'bots.

GUN DOWN THE GUARDS

You've got to kill 'em all! This lot are rock hard, but they've all got weak points. So, make sure you pick the right weapons and follow these tips to the letter.

1. ULTOR GUARD
These lot aren't hard on their own, but they tend to attack in packs. Lob a grenade into the middle of them and, should anyone survive, pick them off with your assault rifle.

2. ENVIROSUIT GUARD
Remember the 'Hold Your Fire' tip? You really need to nail these guards straight away, so try sniping them from distance or go in close and take them out with your assault rifle.

3. MERCENARY
Nails. If this lot get a shot away, you're finished. You'll find them in the Merc stronghold, so check out each room using the Rail Driver's thermal radar and shoot them down before you go in the door. Then, nab your Precision Rifle and blast them on the move.

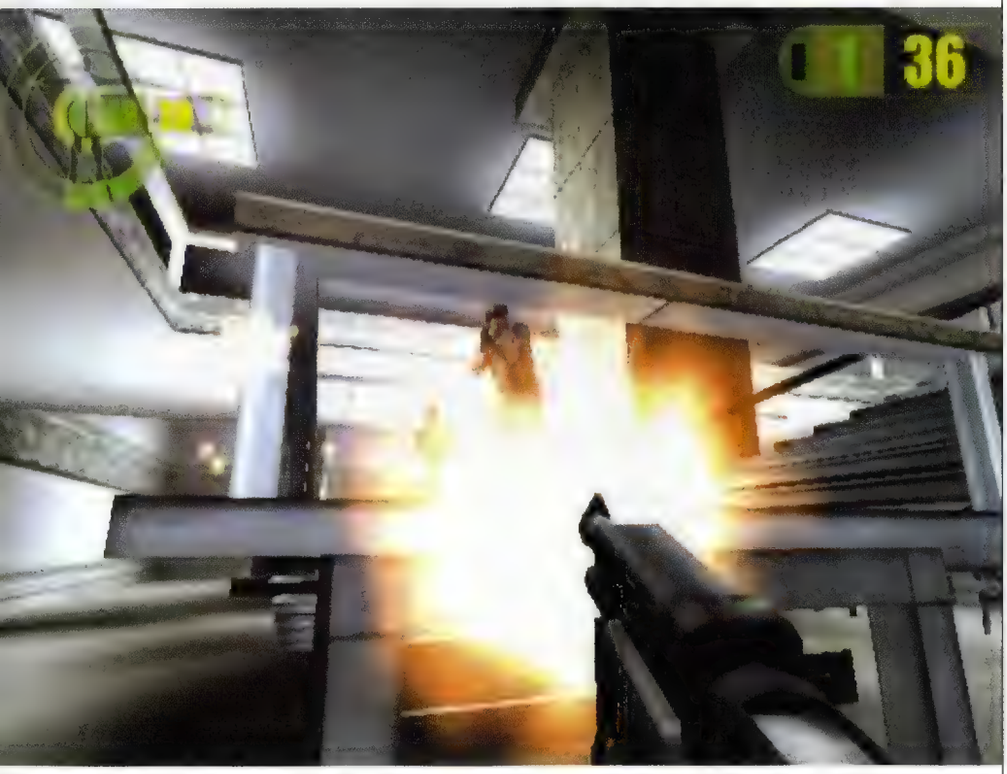
4. ELITE GUARD
You really need a heavy-duty weapon to take out this bunch. Don't even bother if you've got a duff one. Instead, make sure you've got a Sub-Machine Gun or an Assault Rifle and aim for the guard's head.

5. RIOT GUARD 1
The easiest enemy on Mars. You don't need to be a skilled shooter to gun down these guards. Instead use your Pistol to pick them all off while always remembering to reload.

6. MUTANT BEASTS
Before you enter Capek's Lair, make sure you have an Assault Rifle or a Sub-Machine Gun. These monsters may not carry weapons, but they're hard to spot and they're faster than Ben Johnson. So load your weapon before going in and start blasting as soon as you see them.

7. PORRIDGE MAN
They don't sound very scary, do they? Well they're not, but they can be deadly when they attack in packs. Once again, your Assault Rifle will do the job here. Sneak around Capek's lab and pick them off before they can team up and kill you.

8. SENTINEL 'BOTS
It's good to have an excuse to use the Rocket Launcher. It's the most powerful weapon, but it's so powerful and you can only use it safely from great distances. So, don't try and take out Ultor Guards with it. Instead, save it for the Sentinel 'Bots. Pop a rocket, run around the 'Bot and shoot another one off. After four direct hits you'll be able to dance on his smouldering circuits.



TOP TIP

If your wingmen call for help, do save them. Then, when you're getting nailed, ask them to assist you.

STAR WARS: STARFIGHTER

Star Tips – learn how to total the Trade Federation.

FLYING SKILLS

Forget about using the Force – that bunch of hocus-pocus won't help you defeat the Trade Federation's challenge. Instead you must perfect those flying skills and you'll have no problem racking up the medals.

1. SNAP ROLL
WHAT'S IT GOOD FOR? Avoiding enemies and making sharp turns.
HOW TO DO IT: Accelerate, roll and pull up on the stick at the same time.
TRY IT OUT ON: The Canyon Sprint Mission. Try completing it with your hand on the boost at all times.

2. POWER SLIDE
WHAT'S IT GOOD FOR? Getting an irritating opponent off your tail.
HOW TO DO IT: Slam on the accelerator, let go, then roll and pull up at the same time.
TRY IT OUT ON: Try powersliding in a two-player Capture the Flag game We guarantee it works a treat.

3. SNIPING
WHAT'S IT GOOD FOR? Shooting enemies when no one is blasting you.
HOW TO DO IT: Wait 'til no-one is shooting at you, hold ⓫ to keep your brakes on and then pick off the enemies.
TRY IT OUT ON: Snipe the Scarabs on the Eye of the Storm mission.

4. TAGGING
WHAT'S IT GOOD FOR? Blasting enemies shields.
HOW TO DO IT: Tagging is the best way of nailing enemies with the Guardian Mantis. Target your enemy and then tag them with your secondary weapon and the Nano missiles will hunt them down.
TRY IT OUT ON: The Royal Escort.

5. BOMBING
WHAT'S IT GOOD FOR? Nailing enemies on the ground.
HOW TO DO IT: Get the range right, drop a few bombs and pull up sharply as soon as you've let the last one go.
TRY IT OUT ON: The Ground Assault practice mission – don't use your lasers.

WANT TO FLY STARFIGHTER'S BEST SHIPS? WELL, HERE'S HOW TO UNLOCK THEM...

1. GUARDIAN MANTIS: Get Golds in all of Vana's missions: Contract Infraction, Secrets on Eos, and The New Resistance.
2. HAVOC BOMBER: Get Golds in all of Nymn's missions: Piracy Above Lok, Valuable Goods, Eye of the Storm, The Crippling Blow, and Last Stand on Naboo.
3. N-1 STARFIGHTER: Get Golds in all of Rhys' missions: Naboo Proving Grounds, Royal Escort, Taking the Offensive, Midnight Munitions Run, Rescue on Solleu, and The Final Assault.
4. DARTH MAUL'S INFILTRATOR SHIP: Get Golds in all 14 missions.
5. EXPERIMENTAL N-1 STARFIGHTER: Enter BLUENSF on the code screen.

ACCESS ALL AREAS

If you can't be bothered to get all the Golds, you can always cheat. It may be against all the principles of the light side of the Force, but sometimes it's the only way. Just bash them in on the code screen.

Unlock Everything:	OVERSEER	Spaceship and cast pictures:	HEROES
Invincibility:	MINIME	Pre-production Art:	PLANETS
Secret spaceship:	BLUENSF	Director mode:	DIRECTOR
Multi-player levels:	ANDREW	Reversed controls:	JARJAR
Default screen:	SHOTS	Disable cockpit displays:	NOHUD
Enemy ship gallery:	SHIPS	See the team:	TEAM

PLATINUM TIPS

TRAINING YOU IN THE DARK ARTS OF PLAYSTATION 2

DEAD OR ALIVE 2:

Tips: out – it's time to bash those buxom beauties.

BATTLE BASICS

You'll get knocked down a few times on your first battle, but you won't get knocked out if you follow these rules.

1. DEFENDING
When you're about to be bashed to the ground, press punch, kick or forward to adopt a defensive posture.

2. COUNTER-ATTACKING
Turning a defence into attack is essential as it's even more powerful than a normal strike. So, when you're attacked press → and punch for a lethal counter-attack.

3. AGAINST THE WALL
When you're being smashed against a wall, you'll lean back for a split second. When this happens press ↑ and ↓ to evade another attack.

ATTACKING

As with *Tekken*, you've got to vary your moves. If the CPU learns your routine, it'll counter it. So, vary your strikes, throws, punches and grabs. By the same token, don't attack at the same height or use the same combos. Cardinal rule: mix it up or die.

SURVIVAL MODE
When playing for points, make sure you use some downward attacks to pick up items. But, if you just want to survive, don't bother picking up anything unless it's health.

HOW TO BATTER EVERY CHARACTER

1. KASUMI: Attack Kasumi from distance and when she attacks, counter her kicks immediately.
2. GEN FU: He hasn't got a huge reach, so attack from distance and he won't be able to get any punches in.
3. TINA: Once again, stay as far away from this fighter as possible or you'll be thrown to the ground. Long-range kicks are the way forward.
4. ZACK: Move in close and do some quickfire kicks before trying out some grappling moves
5. JAN LEE: Pick Lei Fang to fight against Jan Lee as he has some good holding and counter attacking moves. Then counter all his throws and watch out for rush attacks.
6. AYANE: Avoid this ninja's flying kicks by getting in close and throwing her to the ground. If she does get some kicks in, try and counter them
7. HAYABUSA: Keep your distance before nipping in close with a quick combo and then retreating.
8. HELENA: A poor puncher, so don't be afraid of getting up close and trying out some punches and throws
9. BASS: Zack and Jan Lee are the best fighters to take on Bass as his wrestling moves prevent close range attacks. To counter this, keep your distance and start kicking
10. LEON: Like Bass, this guy is lethal at close range. Instead, stay back and get those long-range kicks going
11. LEI FANG: With her long reach she will gets some kicks in, but you'll be OK if you counter them, get in close and grapple
12. EIN: Use some kicks to keep Ein away, then move in and grapple!

SECRETS

There're no codes for *Dead or Alive 2*, so you'll have to do some hard work to unlock all the secret stuff.

UNLOCK BAYMAN
Complete Story mode with every character.

UNLOCKTENGU
Collect 10 stars in Survival mode or play as any combination of characters more than 200 times.

TIMESPLITTERS

Zombies, cooks, your mates. Learn how to kill 'em all in PS2's best multi-player blaster.

GENERAL TIPS

The multi-player deathmatches are the best part of the game, but if you want to succeed in the Story mode you'll have to get your shooting skills sorted.

1. DUCK
The baddies hide behind the corners before nipping out and shooting. Standing still and returning fire just won't do you any favours. Instead, duck and blast their kneecaps.

2. TAKE IT EASY
TimeSplitters is fast and it's tempting to rush past the enemy and grab the object. But, if you do this, the nasties will catch up with you and gun you down later. So, take it easy and blast every single baddie you meet before picking up the object. You can, however, leg it past the 'Splitters themselves on your way to the exit.

3. HEAD SHOTS
You have to shoot zombies, skeletons and mummies in the head or they'll come back for more.

GUN GUIDE

This isn't a realistic shooter. You can run around with weapons tucked in every pocket. There are 30 different weapons, but most of them fit into our 'best of' categories listed here.

1. PISTOLS
You'll have a Pistol from the off, and while it's not as powerful as the Sci-Fi Pistol, you can kill most of the bad guys in the early levels with one shot. If you shoot while pressing L1 and R2 alternatively you'll make the pistol as fast as an Uzi. Make sure you ignore the Colt Pistol though. It's crap.

2. RAYGUNS
Put this one back in your bag. The Rayguns are the worst weapons in the game. A direct hit will cause some damage, but they're quite slow and you'll get nailed if you come face-to-face with someone with a Sci-Fi Pistol.

3. SCI-FI GUNS
Great. Grab a Sci-fi Auto Rifle, press R2 and you can use it as a machine gun or hit R1 and you'll have a top grenade launcher. The Sci-Fi Pistol, with its rebounding shots (press L1) is another top gun. But make sure you don't fire these handguns down empty corridors as it will rebound, hit you in the face and leave you looking like a right plum.

4. MACHINE GUNS
The M16 is a beauty as not only does it have a really quick shot rate, it also comes with a zoom mode – perfect for sniping. So, if you want to go in all guns blazing, you can unleash a cartridge on an enemy. Or if you're in, say the China level, use it to snipe. Other good machine guns include the Tommy Gun and the Uzi.

5. SHOTGUNS
Normal Shotguns only have two shots per reload, but they're great for close range attacks. The Assault Shotgun has eight shots but, with its bullet spray, you should be able to gun down enemies with one squeeze of the trigger.

6. ROCKET LAUNCHERS
Perfect in Cyberden and Spaceways. If you're at the end of a corridor, press R1 and watch a three-rocket splay destroy all the bad guys. Use the Grenade Launcher to bomb blokes waiting around the corners. Also, if you press L1 you'll unleash a bouncing grenade which can ricochet off walls.

BUDDY! I WILL SHOOT YOU IN THE FACE

For only £20 you'll get the best multi-player experience on PS2. But before you grab your MultiTap 2 and start shooting your mates, check out these top tips.

1. DEATHMATCH
You'll get points knocked off when you die. Make sure you know where all the armour is so you can double your life expectancy. Now grab a machine gun and head into battle.

2. CAPTURE THE BAG
Here's a sneaky tactic. Make all of your team members the same character. Your mates won't know which one has got the flag, so they won't know who to shoot.

3. BAGTAG
Grab the bag and hold on to it for as long as possible. If loads of people are going for it, hang back and grab it when everyone's dead. Then keep your back to the wall to protect the bag by hiding and defending your area. China's toilets are good for this.

4. ESCORT
You've got to protect a fella who's carrying an important object. Most enemies will run straight at your partner, so get ahead of him and blast everyone on the route.

5. LAST STAND
This time, you have to defend your base at all costs. Using your ducking tactics, keep your finger on the trigger and blast away all of the enemies. Don't worry about ammo as you can always razz a gun from a dead enemy.

6. KNOCKOUT
It's up to your team to grab some loot and take it back to your base. Let your team-mates do this while you head for the enemy's base. When they return with their ill-gotten booty, gun them down.

TEKKEN TAG TOURNAMENT

Eclipsed by *Tekken 4* and *Virtua Fighter*, this is still amazing entertainment for £20.

ATTACKING

You can bash combos for ages but the best thing to do is check where your opponent is standing and try out one of the following.

HIGH ATTACKS: These are good, but your opponent can duck or counter high attacks easily.

MID ATTACKS: If your opponent is ducking, use a mid attack and pan them in the face.

LOW ATTACKS: If your opponent is standing still, try out a low attack and then try another one when they're flat out on the deck.

DEFENDING

Sure, you can button-bash your way to victory, but that will only help when playing against *Tekken* virgins. Any masters of the Iron Fist Tournament will pan your face in. So, after you've memorised the move lists, learn the art of defending straight away.

1. SIDESTEPPING

A great way of counter-attacking moves. Don't try sidestepping if you're bumping uglies with your opponent at the time. Make sure you're a few yards away, wait for them to attack, sidestep and then retaliate. Easy.

2. DODGING THROWS

You have to be quick to dodge throws. Just hit R2 and ✕ and bash R2 again. Alternatively, thump ▲ and ○ and then press (▲) again.

3. COUNTER MOVES

Dodging throws is fine but, if you want to be the best, you'll have to master your counter-attacks. Pick a fighter from Paul, Jun, Wang, Anna, Jin, Nina and King. Then, when an opponent grabs you, press ← R2 and ✕ or ←, ▲ and ○ to counter.

COMBO TRAINING

Before you start, go into Combo Training to practice your ten-hit combos and other special combos. They'll soon be second nature and you can flatten your mates in real style.

SECRETS

FIGHT AS TIGER

Go to the character select screen, highlight Eddy and press START.

GALLERY MODE

Unlock Devil to access the Gallery mode.

JUKEBOX

Score higher than 200 in a game of Tekken Bowl to unlock the jukebox.

SECRET CHARACTERS

Beat the game to unlock each secret character. They're opened in this order:

Kunimitsu
Bruce Irvin
Jack-2
Lee Chaolan
Wang Jinrey
Roger & Alex
Kuma & Panda
Kazuya Mishima
Ogre
True Ogre
Prototype Jack
Mokujin & Tetsujin
Devil and Angel
Unknown

TEKKEN BOWL MODE

Unlock Ogre to access the reasonably entertaining Tekken Bowl mode.

THEATER MODE

Beat the game once to unlock the Theater mode.

UNLOCK ARMOR KING'S HIDDEN COSTUME

Select Armor King as your first character and complete the Arcade mode. Now press START to get his new costume.

UNLOCK LING'S FMV SEQUENCES.

Beat the game with Ling once. Then, playing as Ling in her school uniform, complete the game again.

F1 2001

Tired of seeing the back of the pack? Get in pole position with these tips.

BETTER BRAKING

To achieve better breaking with no ABS on, use your gears (in manual transmission only) to help slow you down by rapidly downshifting when entering any corner. Note: don't downshift *too* quickly or you'll run into your rev-limiter.

FASTER TOP SPEED

On the long straights, when you reach top speed, slowly shift over until either sets of wheels run onto the grass. Now move back onto the track and you should notice that you've mysteriously gained a few extra mph.

ONIMUSHA

Sword Slashing Secrets

There is something for everyone here. If you're a bit of a no-hoper, then you can always unlock the easy mode. But, if you're a blade master, you can unlock some great secrets too.

EXTRA SAMANOSUKE

Complete the game with at least 10 Fluorites. Now save, and when you start a new game select Extra for Samanosuke to play as Samanosuke in a panda bear costume. Press L2 to flip the panda helmet into place.

EXTRA KAEDE

Complete the game with an S ranking. Now save, start a new game and select Extra for Kaede to play as the girl in her Chinese princess outfit.

SPECIAL TRAILER

Complete the game and save. Then select Special Feature, followed by Special Trailer to see a trailer of *Onimusha 2*.

ONI SPIRITS MINI-GAME

Complete the game with all 20 Fluorites. Now save, select Special Feature and select Oni Spirits to play the mini-game.

EASY MODE

Fight Osric and die three times. Now you'll be able to select the Easy mode when you start a new game. But, be warned, you can *never* attain an S ranking in this mode.

ULTIMATE MODE

Complete Oni Spirits mini-game once. Save and you'll be able to select the Ultimate mode when you start a new game. Now you'll have the Bishamon sword, unlimited arrows, unlimited bullets, unlimited magic, and – get this – 99 Soul Absorbers.

ONI

Secret Service: crack the evil crime syndicate with these killer cheats.

TOP TIP

To avoid losing health when you fall off a building, press L2 to flip close to the ground.

CRACKING CODES

MASTER CODE

Press SELECT while playing. Then highlight 'Help' and press L2, L2, L1, L2, R2, ○ and R2. You'll need to bash in The Master Code before any of the remaining cheats will work.

UNLIMITED HEALTH

Press R3, L3, R3, ○. A Sound will confirm that you have entered the code correctly.

UNLIMITED AMMUNITION

Press L2, L2, L1, L3. A sound confirms that you have entered the code correctly.

BALLISTIC AMMUNITION CLIPS FILLED

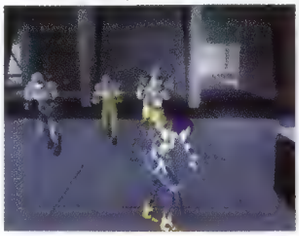
Press ○, ○, ○ and R3. A sound will confirm that you have entered the code for this ammo correctly.

ONE HIT KILLS

Press L3, R3, ○, R2. A sound will confirm that you have entered the code correctly.

LEVEL SKIP

Press L3, R3, L2, L1. Guess what? A sound will confirm that you have entered the code correctly.



CHARACTER SELECT

Press L2, L2, L2, L2. Listen for the bing. Now Keep pressing L2 to cycle through the characters available to you on the current level.

TINY CHARACTERS

Press L3, R3, R2, ○. A sound confirms that you have entered the code correctly.

BIG CHARACTERS

Press R3, R2, ○, L3. A sound confirms that you have entered the code correctly.

BIG HEAD

Press START, R2, ○, START. A sound confirms that you have entered the code correctly.

FISTS OF LEGEND MODE

Press R3, L3, R2, ○. A (*yawn*) sound will confirm that you have entered the code absolutley, positively correctly.

This code make your enemies fly further when you hit them.

UNLIMITED AMMO

Press L2, L2, L1, L3. This code also makes your enemies fly further when punched.

UNLIMITED PHASE CLOAK

Press L1, R3, L2, L3. Guess what? No, really, *have a guess*. This is another code that makes your enemies fly further when punched. Unbelievable, no>

SECRET PUNCH

Press L1+L2 for a secret stomach punch.

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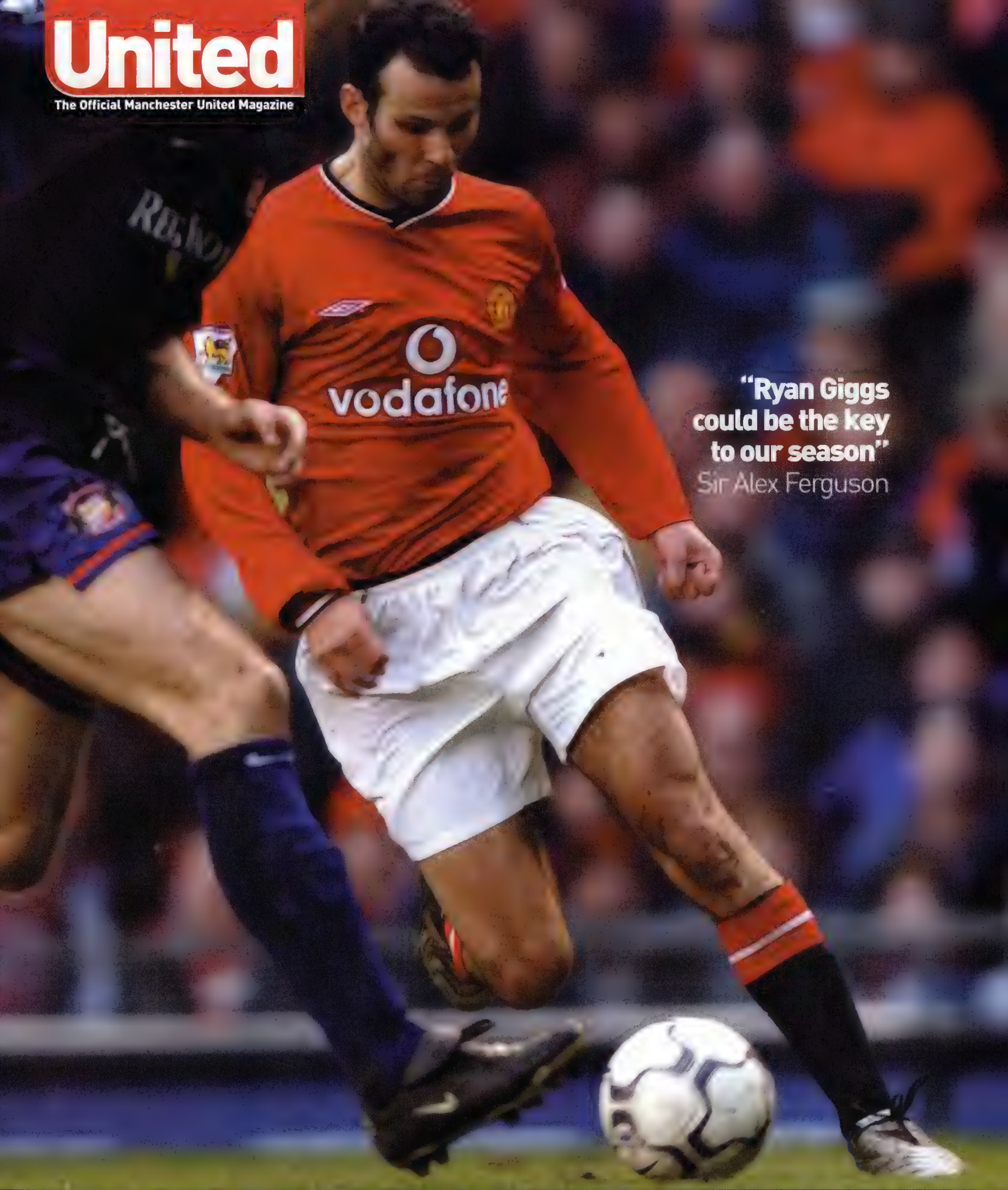

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A FRANTIC BURST OF FUTURE PS2

トクセンジョウホウ

プレビュー

EXPECTED UK / MAY

COMMANDOS 2: MEN OF

Funded by the English, developed in Spain... received like a Pyro's inch-high GIs prepare to storm PS2...

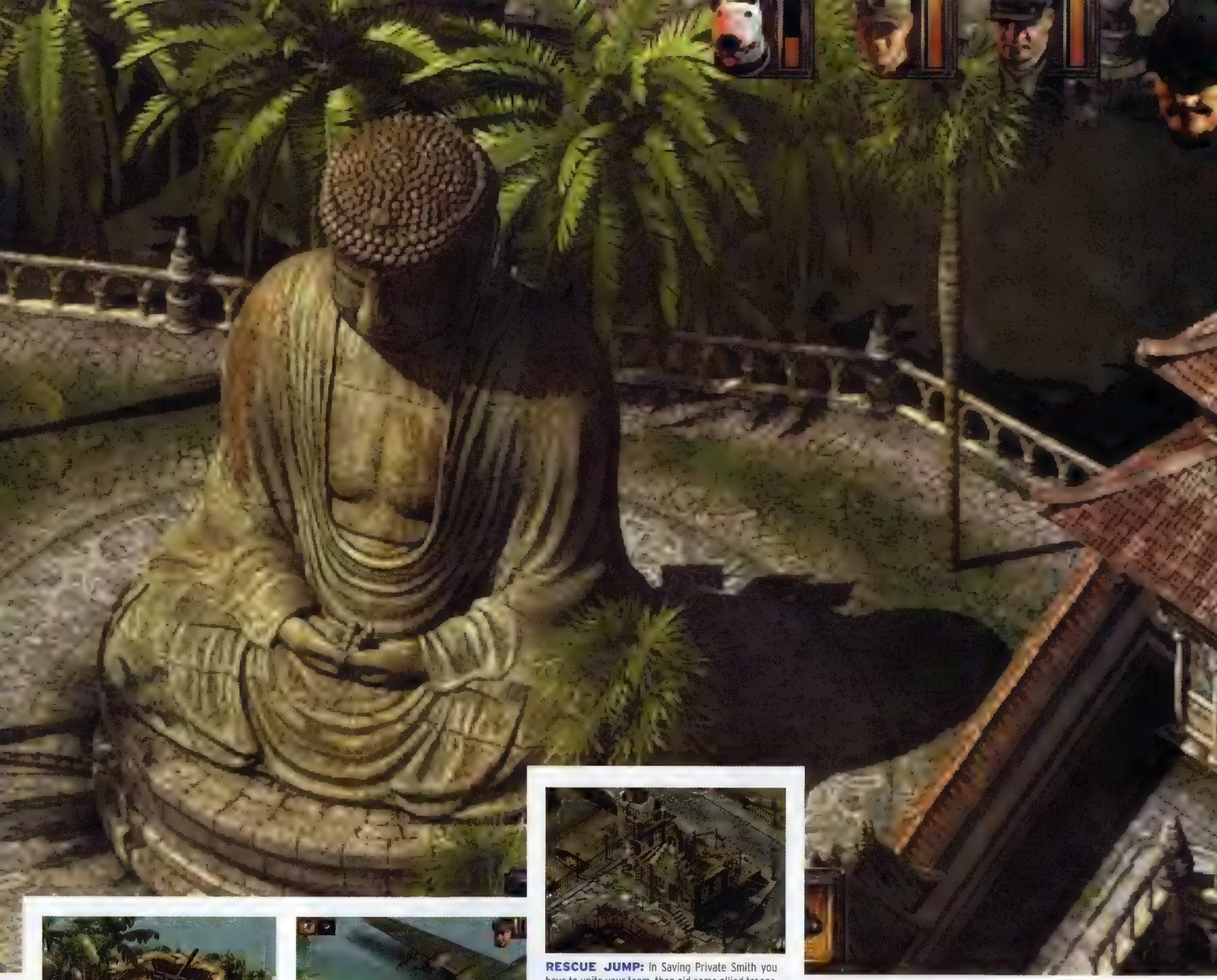
SAP BRANNIGAN: The first level sees the sapper and thief trying to get across a heavily mined stretch of road.

HOUSE OF BAMBOO: The Bridge Over The River Kwai mission is pretty, but it's a real headache.

This one's been MIA for ages. It's been a year, an entrenched 12 months since we saw the first footage at Pyro Studios' Madrid HQ. Now that it's here you'd think that reasons to celebrate, to break out the bunting in true VE style, would have run dry. Not a bit of it.

The Idea: Finally getting our hands on the action-strategy epic that's been blowing PC pundits away has been fantastic. It's still the same combination of repeated death and experimentation until you reach a skill level where no Nazi poses a threat but, in some respects, it's even better than it's hi-spec big brother.

Best Features: Controlling your men with a DualShock 2 rather than a mouse is spontaneous and much more hands-on, with all the complexities of the control system condensed to a masterful ⊗ to open options and △ to close them. Smart. Then there's also an improved zoom system that shakes off all the gritty



RESCUE JUMP: In Saving Private Smith you have to unite your team, then aid some allied troops.

SANDY BREECH: The Guns of Savo Island sees you knocking out the enemy artillery positions.

WATER WINGS: The Green Beret takes a dip in shark-infested water before boarding the flying boat.

COURAGE

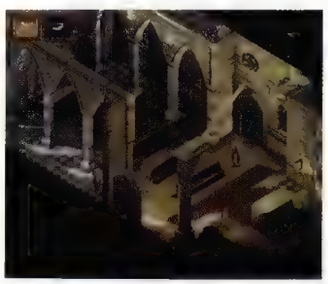
kick in the spuds by Germany?

PEEK PRACTICE: Peer through any window and a moveable view of what's inside appears in the top-left corner.

pixilation that was apparent with the PC version.

Bottom Line: The A word. If you're looking for out-and-out action, you'll not find an excess of it here. *Commandos 2*, even in the early build we're currently playing, is still more strategy than action – albeit interspersed with moments of pure panic as you flee from alerted guards. That said, it still promises to be the best of its kind on PlayStation 2.

ANTICIPATION ★★★★



CRIM FATE: It's Colditz and your thief is about to be executed by firing squad. Best get rescuing.

OVERLOAD

A FRANTIC BURST OF FUTURE PS2

EXPECTED UK MAY

F1 2002

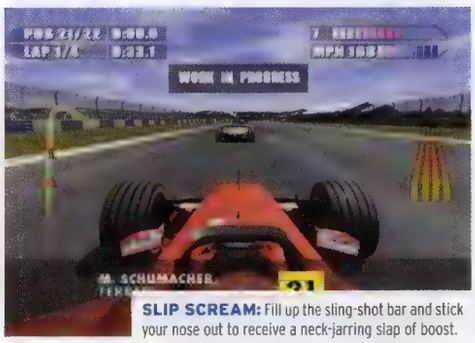
The more we talk to EA's developers, the more we see their Big range spilling over into every other game they have...

The Idea: Play F1 2002 in Arcade mode and you'd be forgiven for thinking you'd unlocked a hidden level of *Burnout*. It's fast, it's furious and, most of all, it's baffle-free loud.

Best Features: There's the inclusion of a slipstream sling-shot-o-meter that, once full, gives you a groovy blurred effect as you pass a rival, plus there're some top slow-mo crash animations. Beauty is, none of this means any of the original depth or detail has been lost, only streamlined into another challenge-soaked lively drive.

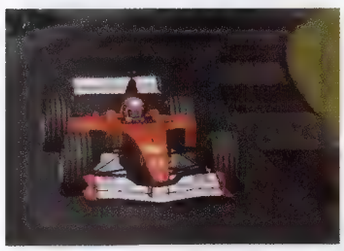
Bottom Line: Even the F1 sceptics on the team have been seen in a glazed state of play with this.

ANTICIPATION ★★★

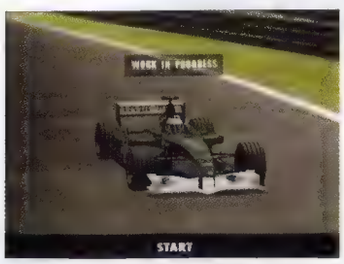


SLIP SCREAM: Fill up the sling-shot bar and stick your nose out to receive a neck-jarring slap of boost.

TRAFFIC BAM: Despite the overtake feature, it's a spoiler-popping battle to work your way up the field.



BODY TOPPING: The shell ads haven't yet been finalised, but the cars still look mighty attractive.



BACK TRACK: Tap Ⓐ to instantly drop out of the race for a nippy replay of the last few corners.

LINE DANCING: The challenges are back and they're still great at teaching you how to corner well.

EXPECTED UK MAY

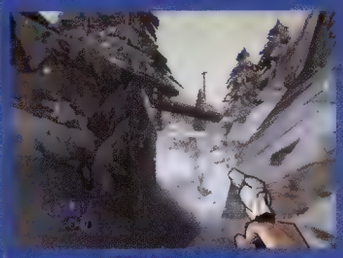
RED CARD

The Idea: Sharpen your studs, put your best foot forward – then follow it with your worst, straight to the opposition's gem stones. It's footie, kind of, with all the licensed player names, stadiums and 52 teams you'd expect. But it's all blended into a nasty, nasty *Speedball/VF4* hybrid.

Best Features: Like *NHL Hitz* before, it's a take on an original sport that trades serious play for knockabout competition, and works. Super tackles, kung fu bicycle kicks, create-a-team modes with gangs of cool unlockable skins... in fact, everything that sold us to *Hitz*, but out on a big lawn instead of an ice rink.

Bottom Line: The kicker with a title like this would be that it was all gimmick and very little substance. Thankfully, the engine's bright enough to allow for a decent combo of high kicks *and* sturdy passing. But who wants to play straight when you can floor the ref and score while dressed as a baboon? *Pro Evo* beware.

ANTICIPATION ★★★



EXPECTED UK EARLY 2003

13

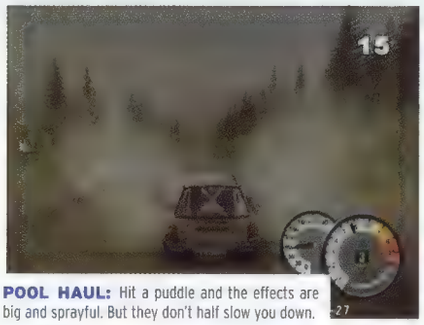
The Idea: If it keeps true to the Belgian graphic novel it's based upon, then the plot behind this cel-shaded, first-person shooter will shadow that of *Hitman 2*. Both feature amnesiacs, each trying to discover more about their origins...

Best Features: Similarities soon trail off as *13* introduces a warped world that sets cel-shaded characters against fully rendered backdrops. A weird combination, dictated by a desire to stay as close as possible to Jean Van Hammes comic book. Our only issue stylistically is whether it'll be lost on those who never passed GCSE French.

Bottom Line: It's being moulded around Epic's *Unreal* engine, so the chances of it plodding along like Phil Jupitus on a scooter are incredibly slim.

ANTICIPATION ★★★

SPIN PRETTY: The temptation to jack it all in and go and look at stuff is dead strong with this one.



POOL HAUL: Hit a puddle and the effects are big and sprayful. But they don't half slow you down.

YES, SQUEEZE: Taking narrow openings at speed is one of the biggest kicks of the drive.

EXPECTED UK MAY

RALLY CHAMPIONSHIP

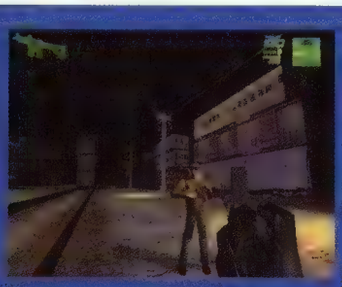
Yet more fuel to our on-going office debate about whether this style of racer can go anywhere new. Yes, there're always updates to physics models but, beyond that, what? Answers on a postcard to the usual address.

The Idea: It's another bloody rally game, alright. In its favour, its got a huge line-up of cars (quite possibly the healthiest we've seen) and some sprawling tracks loaded with irrelevant details like parked helicopters, standing stones and twirly windmills.

Best Features: Everything's locked up from the start so there's a real drive to beat track records and get your hands on all 29 vehicles. It's also not the straight-laced drive it initially seems. Pop off down a side track and you could well find a truck with a ramped back offering to shave vital seconds off your time. So, not one that takes itself too seriously, but still cramming in enough tuning and tweaking options to keep diesel-heads happy.

Bottom Line: Despite all the cars having realistic physics models, they still seem floaty light and somehow detached from the track. Something that's really noy going to do this any favours in one of the most crowded markets out there.

ANTICIPATION ★★



EXPECTED UK LATE 2002

ECKS VS SEVER

The Idea: OK, we can see you frowning. Yes, it first appeared on GBA, but does all that much a freeware down your X-mans. It's an FPS based on the upcoming film - Ugh - Antonio Banderas and Lucy Liu trying to cap each other ammo America.

Best Features: The real test with this should be a chance to play as either character — that's two games for the price of one or something. Plus, with Rainbow Six creators Zombie Studios at the helm things shouldn't spill down to another predictable finger twitcher.

Bottom Line: Zombie have used the Unreal engine to fully the polygons along. No meant nothing to us either until we saw the load screen for *No One Lives Forever* which said to say wasn't the fastest kid on the block.

ANTICIPATION ★★

EXPECTED UK TBC

PROJECT ZERO

The Idea: Scare us, film as Japanese schoolgirl Miku explores only spooky mansion in search of Mafuyu, her lost brother. The things that makes this stick out are the dark, hefty visuals and a weapons list that includes an ancient Kodak. The odd stench of horror and nothing else.

Best Features: Having to snap rather than blast ghosts makes a refreshing change. While the scare factor's been marred by a host of atmospheric sound effects that'll keep your own jittering like Kevin Spacey gill vend. The camera itself increases in power the more ghosts you photo.

Bottom Line: PS2's second snapper show that *Polaroid Pete II* never come back it looks good for short term thrills but may flounder as days wear on.

ANTICIPATION ★★

EXPECTED UK TBC

KINGS FIELD 4

The Idea: First-person dungeon adventure from From Software. Explore subterranean environments, poke the locals with a selection of sharp sticks, then make off with bodies of ill-gotten booty.

Best Features: Convincing, swishy noises as you waggle various blades about, the odd underwater section, and the inclusion of a magic system that sees you gain better spells as you grow in ability. Otherwise, it's a puzzle-free romp that let down by sneaky controls that have you fishing around. When you want to pick stuff up, but your hands are made of batter.

Bottom Line: Mediocre reviews of the Japanese version mean that this is unlikely to get us above a gentle simmer as far as excitement goes.

ANTICIPATION ★

EXPECTED UK SEPTEMBER

TWIN CALIBUR

The Idea: Two cops, four arms, nine weapons. Why the reference to the number of limbs? Just look at the title. It's double the gun-toting, double the fun, but imagine 10 violent-packed levels where the air's so heavy with lead and spattered guts you can hardly catch your breath.

Best Features: Imagine the nice Analogue stick nimbleness of *Run Like Mix* combined with the relentless blasting of *Silent Scope*. The walk deals with the left hand weapon, the other with the right.

Bottom Line: Despite a cool two player mode, the actions still stuck on rails, with no sense of exploration. There's also double bangers over. And how easy it'll be to control and target two weapons using the DualShock 2.

ANTICIPATION ★★

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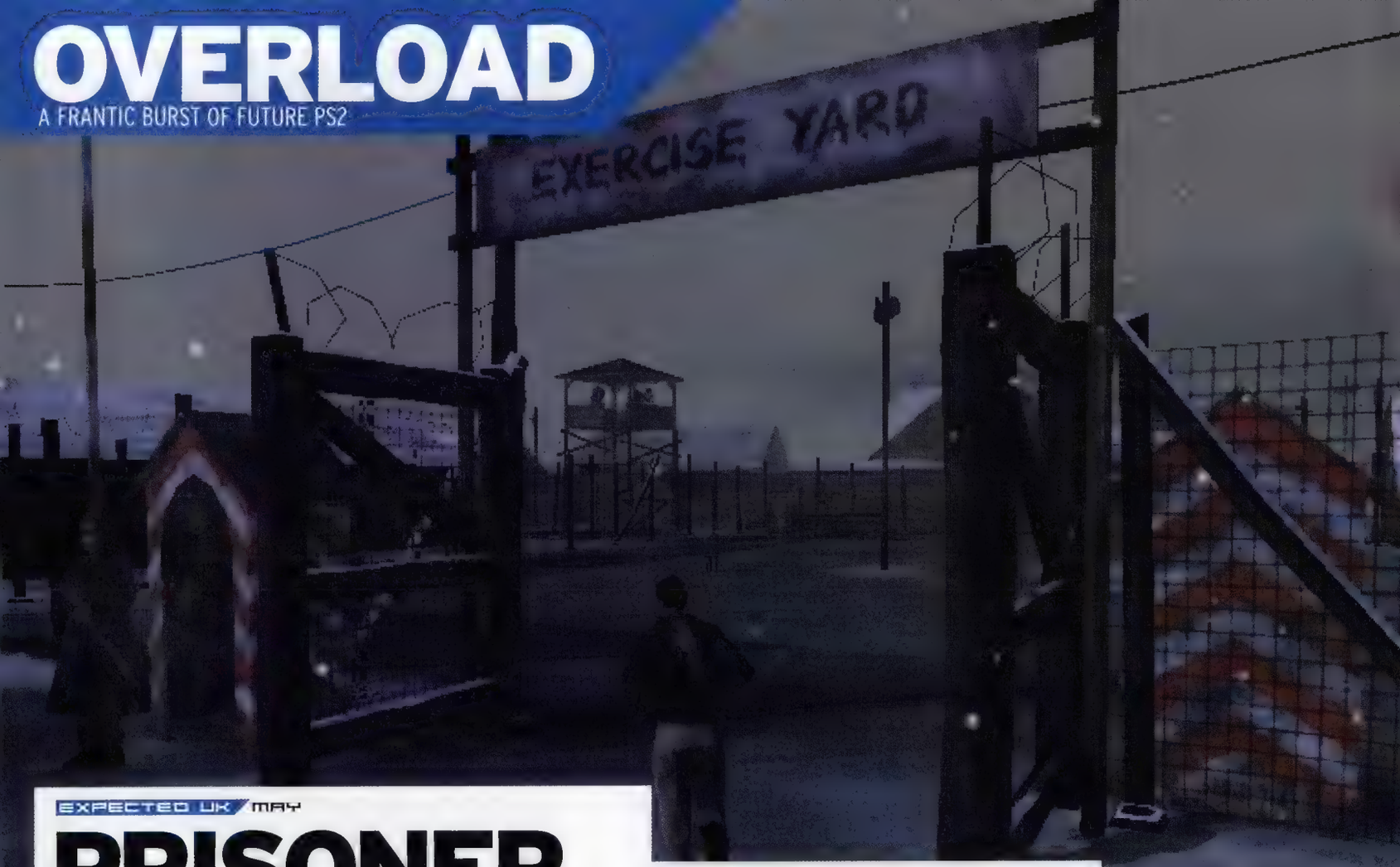
A FRANTIC BURST OF FUTURE PS2



EXPECTED UK / MAY

PRISONER OF WAR

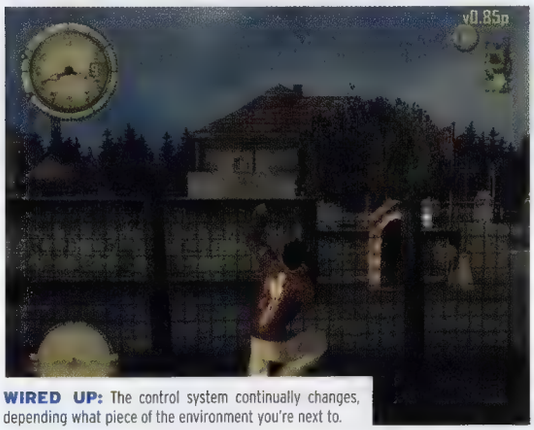
We've just gone hands-on with a work-in-progress build of this potentially great escape from Codemasters. It's still rough around the edges – little-to-no sound and melting facial animations – but as far as compelling ideas go, it's got us wanting in rather than out.

The Idea: You'd think it'd just be about going over the wire, which it initially is. But once hero, Captain Lewis Stone, witnesses the rebuilding of his PoW camp, he realises the Nazis are up to more than simply keeping captured troops out of action.

Best Features: The game boasts around 32 fellow inmates, all of which you'll have to interact with in some way if you're ever to escape the clutches of the Third Reich. Example: swap fags for boot polish, blacken face, go for a night-time stroll and return with vital stolen key. Not that you have to follow those exact actions, of course. There are hundreds of different ways you can achieve objectives, from gambling for cash to thieving your way to freedom. Plus, the recent inclusion of a keyhole feature is pure genius. Bob down in front of any door and you can nab a swift peek beyond by tapping ◎ and moving your head with the Left Analogue stick. Brilliant.

Bottom Line: Play this like any other game – ie, lamp about, causing trouble and skipping cut-scenes – and you'll spend the majority of your time in the cooler. Y'see, a measured approach is essential, biding your time and only chancing it when you're sure you won't get caught. Not everyone's cup of tea, we realise, but we still think this might be the perfect compliment to EA's heavily fortified *Frontline*.

ANTICIPATION ★★★

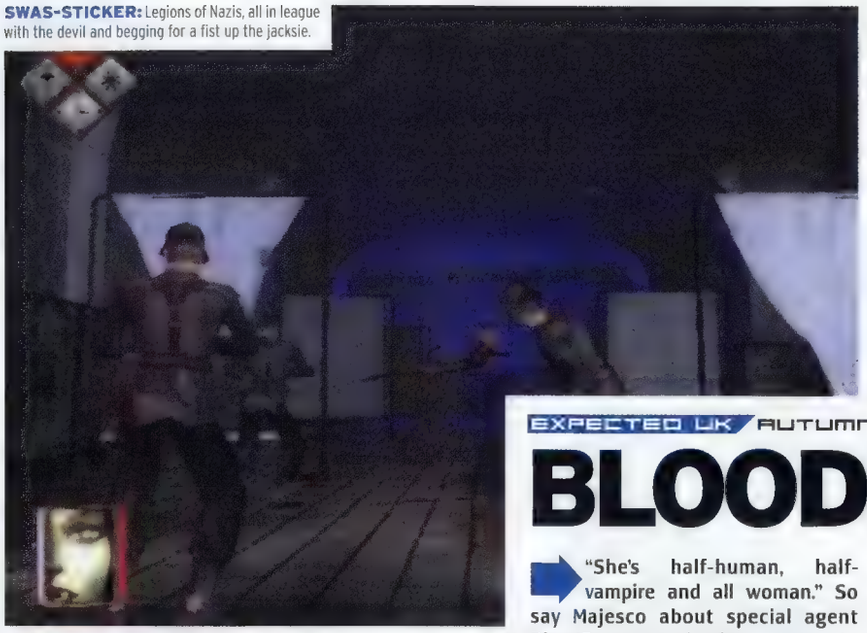


WIRED UP: The control system continually changes, depending what piece of the environment you're next to.

PRICE IS REICH: As well as stealing and trading, you can also find the odd wad of discarded cash.

LOCK DOWN: Use keyholes to check the coast is clear before rifling through the Nazis' top secrets.

LADY OF LEATHER: The graphics get sparkier with each build. Just check out Stone's flight jacket.



SWAS-STICKER: Legions of Nazis, all in league with the devil and begging for a fist up the jacksie.

SKILL CRAZY: The box in the top-left corner allows BloodRayne to swap between dark abilities.

EXPECTED UK AUTUMN

BLOODRAYNE

"She's half-human, half-vampire and all woman." So say Majesco about special agent BloodRayne, and who are we to argue? Especially when the lady in question's sporting black, skintight leather trousers and fetish high heels – sweaty monkey.

The Idea: Set between the two world wars, you get sink your teeth into the role of a female vampire special agent who's out to thwart the evil Master Race as they attempt to nab occult artifacts and use them in their quest for global domination.

Best Features: Like fellow night-crawler, Kain, BloodRayne gets to play with her dark abilities during the course of the action. Our favourite of the bunch, in principle, is the fact that she becomes more lethal the greater the amount of human blood she devours. Top out your gore meter once and she'll enter a Bloodlust combat frenzy. Do it again and she'll reach an even more mental, tendon ripping Bloodrage. In addition to this she's got quick-time reflexes (Ma-yawn-trix), enhanced eyesight, plus increased agility to reach those out-of-the-way places.

Bottom Line: We're dead keen on this, but not 100 percent sure why. Perhaps it's the fact that this is the first vampire game that allows you to drink blood, use Wolverine-style claw fists *and* a selection of period weapons. Then again, perhaps we just can't get enough of burying Nazis.

ANTICIPATION ★★★

HISS HISS BANG BANG: BloodRayne's tooled to the lips with her claws, teeth and dual weapon attacks.

EXPECTED UK SEPTEMBER

FIREBLADE

The Idea: A chopper attack sim in the mould of *Thunderhawk*, only set in the near future. As such, you get to test-fire munitions that today's military strategists only dream of while sneaking about the sky in *Airwolf*-style whisper mode.

Best Features: With 18 missions spread over just four maps, it's hoped they'll be of the scale seen in the early *Strike* series on PSone. As for the hardware itself, the inclusion of sniper cannons, EMP weapons, railguns and the ability to transform into a jet have definitely got us intrigued.

Bottom Line: The low sales of *Thunderhawk: Operation Phoenix* show that this is a niche market. So, we're unsure whether there's enough room for two games of this kind.

ANTICIPATION ★★

EXPECTED UK TBC

ARMORED CORE 3

The Idea: Robots the size of supermarkets stomp about the solar system in search of fellow 'bots to kill. And we've just had a crafty snoop of exactly what to expect – load up that beautiful DVD right now.

Best Features: From Software have decided to play it safe with the overall structure, but've still chucked in a few slabs of freshness. Selectable consorts that fight alongside you, variable weather conditions, and the chance to i-Link four PS2s together.

Bottom Line: We always liked the size and freedom of the PSone game, but found the PS2 version too cramped. Let's hope they've broadened things out again with number three.

ANTICIPATION ★★

EXPECTED UK TBC

GUN SURVIVOR 3 DINO CRISIS

The Idea: You redhead Regina, me ancient lizard. You shoot me in face, me fall down. Grieving relatives hunt your sorry arse all over dinosaur island. OK, so the first two *Survivors* didn't do anything to make us want to see a third. But, if there's anything that can buck the trend, it's this.

Best Features: Early reports indicate a move away from repetitive trigger action with the inclusion of the odd puzzle, plus four attack modes. Also, being the ever-topical company they are, Capcom have chucked in Jurassic Park 3's Carnosaurs to liven things up.

Bottom Line: Let's just say it. Two. Bad. Games. Our fears that this'll make a right royal third and our love for everything Capcom will end tragically.

ANTICIPATION ★

EXPECTED UK TBC

AERODANCING 3

The Idea: The first ever bubbly cocoa bar flamenco-em-up? No. But of course not. Heh. Sheesh. Eh? It's the third in a series of piss-poor flight sims that originally appeared on Dreamcast. No guns, just pretty smoke and plenty of sky carving.

Best Features: AM2, Sega's masterful creators of *Shenmue*, have ditched the pure flying ethic and lobbed in a runway full o' shiny guns. So, this time round, you get to pilot jet fighters like the F-14B and F-15E, and the odd chopper, too. There are 40 standard missions, plus a Scramble mode that tests you against the clock.

Bottom Line: Just because they've swapped the smoke for bullets doesn't mean this'll be shooting *Ace Combat 4* out of the big blue any time soon.

ANTICIPATION ★

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37156 - Postman Pat .....
37060 - Dambusters .....
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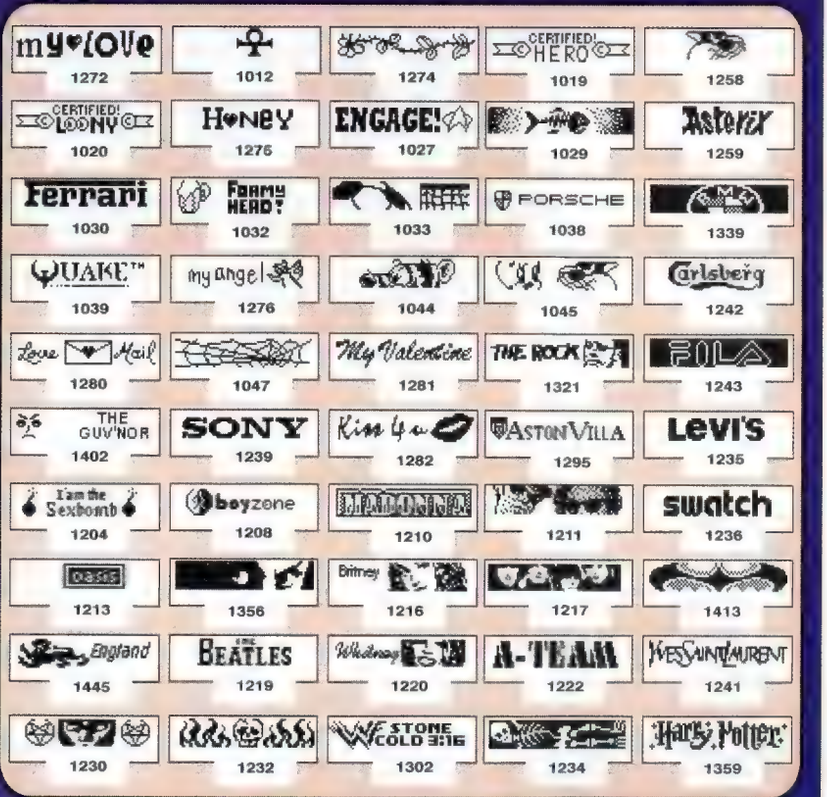

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TOMB RAIDER: A FEW MORE REVELATIONS

She's not dead – who'd of thunk it? But how can Core Design possibly top *The Last Revelation*? While the *Tomb Raider* team beered it up at Pacha, Rufus McGrew rifled through their bins back in Derby... and made some startling discoveries. How will Lara's 'demise' and descent into the criminal underworld affect gameplay? Will it be, shall we say, *influenced* by any other popular PS2 games? Read on, and be amazed...

Section where you have to pull levers underwater?

Doors and keys have to be easy to match - maybe if they've made of the same metal??

MAKE HER BREASTS BIGGER!!

TOP SECRET
After the first mission, stop playing as Lara - take on the role of infinitely less popular character named Kurtis. Yes! Genius!!! Another Christmas number One!!!

Maybe some stealth elements – how about guards wearing Balaclavas who you have to avoid

* Posters of scantily clad men that Lara can "interact" with. Note: ask Adrian if he wants to pose topless....

TWO WORDS – Sniper Rifle

Make her look move like Angelina Jolie - It'll tie in with the next film!!

She needs to be Darker - Maybe give her a leather coat or some sunglasses. Or a bandana. NOTE: Coat must have it's own unique physics!

She should SHOOT something... (Dogs? Tigers? Dinosaurs?

Remember
Include a scene where Lara defends herself from rabid lions while dressed in Bikini/Bunny-girl suit!

Note: Well, Rufus says he got it out of the bin. For all we know, he's simply made the whole thing up.

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Airblade
Alex F's Player Manager
All Star Baseball 2002
Alone in the Dark 4
American Pro Trucker
Aqua Aqua Wetrix 2
Arctic Thunder
Armageddon (MDK2)
Armoured Core 2
Army Men Air Attack
Army Men Green Rogue
Army Men Sarge's Heroes 2
Army Men: Land Sea & Air
ATV Off-Road Fury

B = 0 2
Baldur's Gate
Batman Vengeance
BIG: SSX Snowboarding
BIG: SSX Tricky
Bloody Roar 3
Bombad Racing
Bond: Agent Under Fire
Bouncer
Burnout

C = 0 3
CAPCOM vs SNK 2
Cart Fury
Championship Snooker
City Crisis
Code Veronica X
Commandos 2
Crash Bandicoot
Crazy Bump's: Car Bat.
Crazy Taxi
Cricket 2002

D = 0 4
D.N.A. Dark Native Apostle
Dare Devil
Dark Alliance: Baldur's Gate
Dark Angel
Dark Cloud
Dark Legacy
Dark Summit
Dave Mirra Freestyle BMX 2
Dead or Alive 2
Devil May Cry
Disney's Dinosaur
Donald Duck: Quack Attack
Driving Emotion Type-S
Dropship
Drum Mania
Dynasty Warriors 2
Dynasty Warriors 3

E = 0 5
Ecco the Dolphin
Eighteen Wheeler
Ephemeral Phantasia
Episode 1: Star Fighter
Escape Monkey Island
ESPN Int. Track & Field
ESPN NFL Primetime 2002
ESPN Skateboarding
ESPN Snowboarding
Eternal Ring
Evergrace
Evil Twin
Extermination
Extreme G 3
Extreme Racer

F = 0 6
F1 2001
F1 Champ. Season 2000
FIFA 2001
FIFA 2002
Final Fantasy 10
Formula 1 2001
Four by Four Evolution
Fur Fighters

G = 0 7
Gauntlet: Dark Legacy
Giants: Citizen Kabuto
Gradius 3 & 4
Gran Turismo 2
Gran Turismo 3
Gran Turismo Concept
Grand Theft Auto 3
Grandia 2
Green Rogue
Guilty Gear X Plus
Gun Griffon Blaze
Gundam: J to Jaburo

H = 0 8
H30 Surfing
Half Life
Harry Potter
Headhunter
Herdy Gerdy
Heroes of Might & Magic
High Heat Baseball '02

I = 0 9
Ico
Int. Track & Field
International Super Soccer
ISS Pro Evolution

J = 1 0
J Bond: Agent Under Fire
Jak & Daxter
J McGrath's Supercross World
Just Bring It

K = 1 1
Kengo: M. of Bushido
Kessen
Kinetica
Klonoa 2
Knockout Kings 2001

L = 1 2
L. of Kain: Soul Reaver 2
Last Blade 2
Le Mans 24 Hours
Legends of Wrestling
Lego Racers 2
Lotus Challenge

M = 1 3
Madden NFL 2001
Madden NFL 2002
Martian Gothic
Master of Bushido
Max Payne
MDK2
Metal Gear Solid 2
Midnight Club
Might & Magic
Monkey Island (Escape)
Moto GP
Moto GP 2
Motor Mayhem
MTV Music Generator 2
MTV Sports Skateboarding
Mummy Returns
MX 2002
MX Rider

N = 1 4
NBA Hoopz
NBA Live 2002
NBA Shootout 2001
NBA Street
NCAA Football 2002
NFL 2001
NHL 2001
NHL 2002
NHL Hitz 2002

O = 1 5
Off Road Fury
Off Road Wide Open
Oni
Onimusha: Warlords
007: Agent Under Fire
Operation Winback
Orphen

P = 1 6
Parappa the Rapper 2
Parasite Eve 2
Paris-Dakar Rally
Pirates: Black Kat
Player Manager
Portal Runner
Pro Evolution Soccer
Project Eden

Q = 1 7
Quake 3 Revolution

R = 1 8
R Carmichael's MX 2002
Rayman 2
RC Revenge Pro
Ready 2 Rumble Round 2
Red Faction
Resident Evil: Code V. X
Revolution: Quake 3
Rez
Ridge Racer 5
Ring of Red
Road Rage
Robot Wars
Rumble Racing
Rune: Viking Warlord

S = 1 9
S Palmer's Pro Snowboarder
Shadow of Memories
Shadowman 2
Silent Hill
Silent Hill 2
Silent Scope
Silent Scope 2
Silpheed: Lost Planet
Simpson's Road Rage
Sky Odyssey
Sky Surfer
Smackdown! Just Bring It
Smugglers Run
Smugglers Run 2
Soul Reaver 2
Splashdown
Spy Hunter
SSX - Snowboarding
SSX Tricky
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Star Wars: Star Fighter
State of Emergency
Street Fighter Ex 3
Street NBA
Summoner
Sunny Garcia: Surfing
Super Bombad Racing
Supercar Street Challenge
Swing Away Golf
Syphon Filter 3

T = 2 0
T. Woods PGA Tour 2001
Tekken Tag Tournament
Test Drive: Wide Open
The Bouncer
The Mummy Returns
The Simpsons: Road Rage
The Weakest Link
The World is not Enough
Theme Park World
This is Football 2002
Thunderhawk: Op.
Time Crisis 2
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Tony Hawks Pro Skater 2
Tony Hawk's Pro Skater 3
Top Gear: Dare Devil
Top Gun: Combat Zones
Track and Field
Twisted Metal Black
Type-S: Driving Emotion

U = 2 1
Unreal Tournament

V = 2 2
Vampire Apocalypse
Victorious Boxers

W = 2 3
W Games Snowboarding
Wacky Races
Warlords (Onimusha)
Warriors of M & M
WDL: War Jetz
Weakest Link
Wetrix 2
Who Wants 2BA Million. 2
Wild Wild Racing
Winback
World C Snooker 2002
World Is Not Enough
Wrath of Cortex
WRC: World Rally Champ.
WWF Smackdown 3

X = 2 4
X Games: Skateboarding
X-Squad
X-treme G3

Z = 2 6
Zone of the Enders

0-9 = 2 7
007 Agent Under Fire
102 Dalmatians
4x4 Evolution

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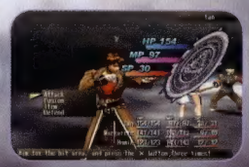
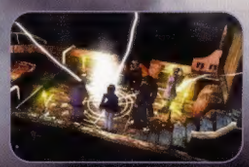

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